May 2002
Polyhedron
Spelljammer
Shadow of the Spider Moon
D&D adventures in space!
5 new prestige classes!
8 worlds of adventure!
14 ship designs!
RPGA NETWORK
#151
PLUS: New feats and skills, airsuits, flame pistols & more

# Giff Me a Break

About two months ago today I sat down on the day before sending *Polyhedron* 150 to the printer, my hands sweating due to the stress of completing an issue literally hours before catching a plane for a much-needed Las Vegas vacation. Everything had been taken care of except this editorial, a task I usually reserve for the absolute last moment both because it allows me a better chance to reflect upon the magazine I've created and because I'm a hopeless procrastinator.

I decided to close out the editorial with a preview of the next issue's Mini-Game, in this case Andy Collins's intriguing *Spelljammer: Shadow of the Spider Moon* (which you now hold in your hands).

Perhaps because I could already hear the clinking of nickel-slot payoffs (or, more likely, the revving up of my vacation plane's engines), I decided to take an irreverent approach, mentioning that Andy's version of *Spelljammer* dispensed with some of the "sillier" aspects of its venerable predecessor, the AD&D *Spelljammer* setting that came out in 1989.

Specifically, I referred to the *Spelljammer* race of hippopotamus-headed gun lovers as "goofy hippo men," and to the "crystal sphere" fantasy cosmology of the original setting as "wonky." Perhaps worst of all, I celebrated the fact that *Shadow of the Spider Moon* contained no giant space hamsters.

Little did I know what terror those words would bring to the online *Spelljammer* fan community. Before I even knew the issue had hit the stands the WotC periodicals staff was getting emails (some quite irate) about my editorial, most of them predicting doom and gloom so far as the revamped *Spelljammer* setting was concerned.

You see, without giant rodents, *Spelljammer* just isn't *Spelljammer* to some people.

That's all fine and good. But *Shadow of the Spider Moon* is not the *Spelljammer* of 1989. It isn't meant to be. It's a re-interpretation of material designer Andy Collins and I enjoyed the first time around, modified by the new **d20 System** rules and some further tweaks we came up with to avoid things that turned us away from the original setting in the first place.

Judging by the emails and message board posts of several gamers, Andy and I weren't alone in enjoying *Spelljammer's* potential while being turned off by stuff like giant space hamsters named Wooly Rupert. One can, I believe, enjoy flying boats in space without enjoying the presence of anthropomorphic hippos (which almost made it in, alas).

Fans of more traditional *Spelljammer* critters and backstory would do well to check out *Beyond the Moons*, the official Spelljammer fan site, located at http://www.darkwood.org/sj/. There you can find conversions of giff, crystal spheres, and all sorts of neat takes on "classic" *Spelljammer*. You can use the repository of information there to enhance your *Shadow of the Spider Moon* campaign, or you can use the site as an introduction (or perhaps a re-introduction) to the glories of the original *Spelljammer* universe. Tell 'em *Poly* sent you.

ERIK

Erik Mona
polyhedron@wizards.com

**Bolt and Quiver** by Stan!

CASTLE JACQUON, WHERE THE ARCHMAGE MACE JACQUON BUILT THE TOMB OF DOOM! OUR FORTUNE AWAITS US, MY DIMINUTIVE COHORT.
I DON'T KNOW, BOLT. I THINK THAT OTHER ADVENTURERS MIGHT HAVE BEATEN US TO IT.
WHAT MAKES YOU SAY THAT?
Oh... JUST A HUNCH
I SURVIVED THE TOMB OF DOOM
GARY GOBLIN
FUNNEL CAK
Stan!
©2001 STAN! WWW.BOLTANDQUIVER.COM

# First Watch

## Previews, notes & news on the world of d20 gaming

## Meet the Tough Hero

*Last issue's* Shadow Chasers *Mini-Game introduced hero classes based upon all of the basic* ***d20 System*** *abilities except Constitution. In the meantime, the folks developing* d20 Modern *decided to add a Con-based hero class in part thanks to feedback from* Polyhedron *readers. As a preview of the game in progress, here's that class, which is suitable for use with* Shadow Chasers.

### The Tough Hero

The Tough Hero uses his Constitution score to best advantage. Taking a level in this class demonstrates added health and physical stamina. Better vitality, good fortitude, and the ability to shrug off some amount of damage combine to define the Tough Hero.

The Tough Hero might be built like a truck or possess a great amount of stamina. He can take a lot of physical punishment, rarely gets sick, and often is hard to move. The Tough Hero can be stubborn or single-minded, can feel protective and often succeeds because he stays in the contest long after the competition has crumbled, and is often steadfast and confident to a fault.

### Class Skills

The Tough Hero's class skills, and the key ability for each, are as follows.

Craft, Drive, Intimidate, Knowledge, Perform, Read/Write Language, Speak Language.

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

### Vitality

Tough heroes gain 1d6 vitality points per level. The character's Constitution modifier applies.

### Action Points

Tough heroes gain 1d4+1 action points per level.

### Starting Feats

The Tough Hero begins play with the Weapon Group Proficiency (simple weapons) feat.

### Bonus Feats

At 1st, 4th, 7th, and 9th level, the Tough Hero gains a bonus feat. This feat must be selected from the following list: Athletic, Endurance, Great Fortitude, Heroic Surge, Improved Bull Rush, Occupation Feat (select one), Power Attack, Rugged, Stamina, Sunder, Toughness.

### Special Ability

At 2nd, 5th, and 8th level, the Tough Hero selects a special ability from the following list, and no special ability can be selected more than once:

**Grapple Bonus:** The Tough Hero gains a bonus to grapple checks. This bonus is equal to one-half his Tough levels, rounded down.

**Remain Conscious:** The Tough Hero gains the ability to continue to perform actions when he would otherwise be considered disabled and dying. When the Tough Hero's wound points reach 0, he can perform either an attack action or a move action every round until he reaches -10 wound points (and dies) or his wound points return to 0 or higher. If stabilized, he can continue to perform either an attack action or a move action, but doing so negates the stabilization.

**Second Wind:** Once per 24 hours of game time, the Tough Hero can use a move action to gain a second wind. When he does this, he recovers a number of vitality points up to but not above his total. The amount recovered is a number of d4s equal to one-half his Tough levels, rounded down. For example, a 5th-level Tough Hero with this ability can recover 2d4 vitality points once per day.

**Shrug it Off:** The Tough Hero can ignore an amount of vitality point damage equal to one-half his Tough levels, rounded down, once per encounter. In effect, he is shrugging off the vitality damage.

**Soak it Up:** The Tough Hero can soak up wound damage in certain situations. Once per 24 hours of game time, as a full-round action, the Tough Hero stands in place and concentrates on ignoring pain and damage. If he takes wound damage, the Tough Hero reduces the damage by a number equal to one-half his Tough levels, rounded down.

**Table 1-1: The Tough Hero**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|---|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +0 | Bonus feat | +0 | +0 |
| 2nd | +1 | +3 | +0 | +0 | Special ability | +0 | +0 |
| 3rd | +2 | +3 | +1 | +1 | | +1 | +1 |
| 4th | +3 | +3 | +1 | +1 | Bonus feat | +1 | +1 |
| 5th | +3 | +4 | +1 | +1 | Special ability | +2 | +1 |
| 6th | +4 | +4 | +2 | +2 | | +2 | +2 |
| 7th | +5 | +5 | +2 | +2 | Bonus feat | +2 | +2 |
| 8th | +6/+1 | +5 | +2 | +2 | Special ability | +3 | +2 |
| 9th | +6/+1 | +6 | +3 | +3 | Bonus feat | +3 | +3 |
| 10th | +7/+2 | +6 | +3 | +3 | | +4 | +3 |

# Release Roundup

Fans of the **d20 System** have much to look forward to this May and June, with a ton of exciting new releases.

### Affinity Games

The first-ever product from this fledgling publisher is *Windhaven: City Campaign Guide*, a 328-page hardcover campaign setting that centers around the city fantasy city of Windhaven, a sprawling metropolis that will serve as the focus for campaign books down the line. Company president Kyle Johnson hopes to carry on the tradition of urban rpg gaming started with the venerable *City State of the Invincible Overlord* product from Judges Guild by packing the first book with all sorts of tools, including a color map booklet, details on 40 guilds usable in a variety of campaigns, and a complete commerce system.

Johnson's set up his young company for quite a challenge, but if the frankly stunning computer cartography on the company's website is any indicator, Affinity and Windhaven will be worth watching in the months to come.

### Alderac Entertainment Group

Fans of AEG's one-word-titled sourcebooks (*Evil*, *Dungeons*, *Dragons*, etc.) will want to check out *Gods*, which promises pantheons for several monster races, including minotaurs, ogres, dark elves, and orcs.

At presstime, the company was still promising a "late Spring" release for the *Farscape* d20 game, originally announced for September. Here's hoping the game comes out while the show's still on the air.

### Atlas Games

Looking for a spellcaster with a little "something extra" (and can't afford the trip to Bangkok)? Atlas Games comes to the rescue with *Occult Lore*, a 240-page hardcover featuring several alternative magic systems, from standard stuff like alchemy and astrology to intriguing ideas such as rationalism, whose logical practitioners "strip targets of their spells with well-reasoned argument." $29.95, available in May.

### Avalanche Press

Bored of tired re-hashes of Arthurian legend? Check out *I, Mordred*, which releases in May. Using this 64-page sourcebook, players take the role of insurgents against a corrupt King Arthur, hoping through political machinations to escape the wicked knights of the Round Table and place Mordred on the throne as rightful king of England. Yum.

June sees three interesting releases from Avalanche: *All for One*, a campaign setting based on Alexandre Dumas's famous Musketeer stories, *Whispers in the Shadows*, a guidebook to historical secret societies such as the Rosicrucians and the Knights Templar, and *Endless Sands*, a setting guidebook to ancient Arabia. All of this stuff retails for $16.95.

### Bastion Press

*Spells and Magic*, releasing in May, offers 96 pages filled with new spells, magic items, and prestige classes. Suitable for use with any **d20 System** campaign, the book retails for $24.95.

### Fantasy Flight Games

Releasing in June, *Way of the Sword* introduces Fantasy Flight's new line of character class sourcebooks. This 176-page hardcover focuses on barbarians, fighters, monks, and rangers, providing numerous prestige classes, new feats, and new equipment suitable for the martial classes. The book also sees the debut of "legendary classes," advanced prestige classes designed for high-level play. *Way of the Sword* will be followed by *Way of Magic*, *Way of Shadow*, and *Way of Faith* later in the year.

### Fast Forward Entertainment

Tired of prying open the dungeon door only to fight your way down through numerous monster-filled levels? *Dungeon World*, a 160-page

**Bolt and Quiver** by Stan!

LET US AWAY, QUIVER OLD FRIEND. ADVENTURE AWAITS IN THE TOMB OF DOOM!
HUZZAH!
WHAT A SCHMUCK!
IN ORDER TO INSURE THAT ALL OUR GUESTS ENJOY THEIR DUNGEONEERING EXPERIENCES WE'VE POSTED A FEW SIMPLE RULES OF SUBTERRANEAN ETIQUETTE.
ZIP
NO RUNNING
NO JUMPING
NO SPITTING
NO CLEAVING
NO FLANKING
...AND ABSOLUTELY
NO HUZZAHS
The Management
THEY'VE TAKEN ALL THE FUN OUT OF SLAYING THINGS AND STEALING TREASURE!
HUZZAH!
WATCH IT!
Stan!
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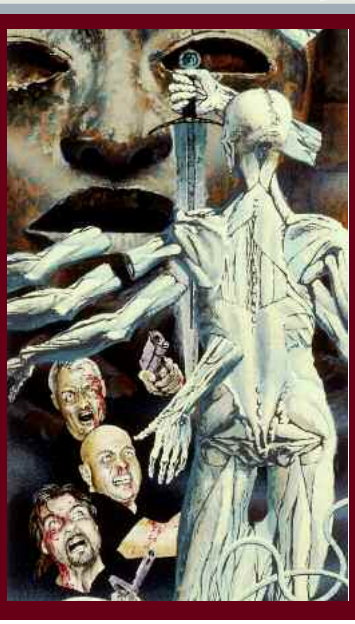
hardbound campaign setting, turns convention on its ear, starting players at the bottom of a massive dungeon. Treasure is nice, and all, but in *Dungeon World*, the greatest reward is escape. Break from the depths with this May release.

### Fiery Dragon Productions

May sees the release of *Counter Collection III*, a brand new assembly of cardboard critters to populate your gaming table.

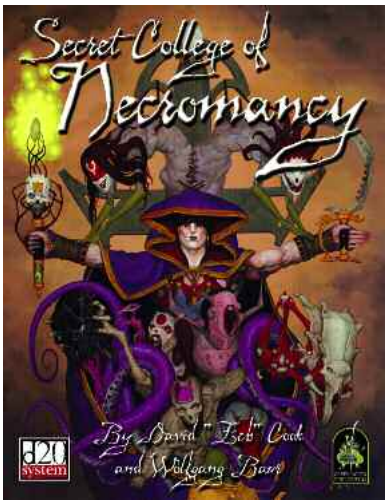
The following month, pick up *Of Sound Mind II*, a sequel to the popular *Of Sound Mind* psionic adventure written by RPGA member and superjudge Kevin Kulp.



## Delta Green Goes d20

Now that Wizards of the Coast's d20 version of Chaosium's *Call of Cthulhu* game has hit the shelves, Pagan Publishing has decided to enter the d20 arena with a d20 version of the Origins Award-winning *Delta Green*. The new *Delta Green* book will feature stats for both d20 and traditional *Call of Cthulhu*, making it accessible to fans of both systems.

In *Delta Green*, players assume the role of modern-era investigators fighting off conspiracies tinged with the madness of H.P. Lovecraft's Cthulhu Mythos. The new *Delta Green* debuts some time after July. Keep watching *Polyhedron* for more details.




### Green Ronin Publishing

AD&D 2nd edition architect David "Zeb" Cook and former *Dragon Magazine* editor Wolfgang Baur team up in *Secret College of Necromancy*, a 96-page sourcebook on the dark arts of the undead. The book offers two new core classes and extensive new powers for wizards and sorcerers who dabble in the necromantic arts. *Secret College of Necromancy* hits in May and retails for $18.95.

Venture into the Spirit World with the 80-page *Shaman's Handbook*. The book kicks off Green Ronin's *Master Class* series with a new core class that uses spirits to do its bidding. The *Shaman's Handbook* also includes associated spells and prestige classes, as well as a bestiary of ghosts and spirits. Written by Steve Kenson, the *Shaman's Handbook* retails for $16.95.

### Holistic Design

We're guessing Holistic will start a new trend with it's June "ripped from the headlines" release: *Afghanistan d20.* The first in a series called "Real Life Roleplaying," *Afghanistan d20* allows players to take part in the war on terrorism by helping to organize Northern Alliance operatives and by outwitting crafty al Qaeda agents. Drop by the Holistic website at www.holistic-design.com/News/WhyAfghanistan.html for an intriguing look behind why a game company would take on such a controversial topic and what putting the product together means for the Holistic staff.

### Malhavoc Press

*Dungeon Master's Guide* author and d20 electronic publishing pioneer Monte Cook brings one of his popular pdf files to the printed page with *Book of Eldritch Might II: Songs*

**Bolt and Quiver** by Stan!

'TIS GOOD TO SEE YOUNG FOLK TAKING AN INTEREST IN ADVENTURING. BUT I MUST ADMIT, I FEAR FOR THEIR SAFETY... RUNNING UNSUPERVISED THROUGH THIS CESSPOOL OF EVIL.
EXIT
IT'S A THEME PARK, BOLT. THERE'S NOTHING EVIL HERE.
O NOT OTHER E GIANT
YOU MUST BE THIS TALL IN ORDER TO PLUNDER THE NEXT LEVEL OF THE TOMB OF DOOM.
AWWW
RATS
PAPIER MACHÉ GOBLINS? I TAKE IT BACK. THIS PLACE IS EVIL!
EVIL'S A LOT CHEESIER THAN IN THE OLD DAYS!
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*and Souls of Power*, a 64-page sourcebook on all things arcane published in cooperation with Sword and Sorcery Studios. Packed with new spells and magic items, *BOEM II* also includes alternative versions of the sorcerer and bard classes.

In June, Malhavoc releases another electronic file, a 128-page mega adventure called *The Banewarrens*, which promises blood-curdling, dangerous thrills for PCs of 6th to 10th level. Stop by www.montecook.com for more information.

### Mongoose Publishing

The world's most prolific producer of d20 System material continues its class book series with the *Quintessential Wizard* in May, followed by the *Quintessential Elf* in June. That month also sees the release of the *Judge Dredd Roleplaying Game*, a d20 RPG based upon the exploits of the famous comic character from Britain's *2000 A.D.*

### Monkey God Enterprises

Teaming with Ambient, Inc., a popular producer of for-sale online **d20 System** electronic files, Monkey God in June brings us *Librum Equitus*, literally the "book of the chevaliers." For $11.95, you get a ton of prestige classes ranging from the swashbuckler and sniper to strange and creative classes such as the corpulent, a character who gains power through eating. Tasty!

### Necromancer Games

If you're in the market for a mid-level adventure in May, you might want to check out *Hall of the Rainbow Mage*, an adventure for characters of level 7 and higher.

Tougher characters will be itching for a chance to take on *Necropolis*, an Ancient Egyptian dungeon built into a pyramid filled with deadly traps and even more deadly creatures. Written by Gary Gygax several years ago for the *Dangerous Journeys* RPG, Necropolis enters the modern era with newly revamped d20 rules and scores of new magic items, gods, and monsters. A 224-page hardback, *Necropolis* very loudly announces Gygax's return.

## Playtest with the RPGA Network!

Want to influence upcoming releases from Wizards of the Coast but don't have a handy group with which to do it? Getting involved has never been easier now that the RPGA has set up online playtesting!

To qualify for online playtesting, you must:

- Be a paying member of the RPGA Network.
- Have registered a Wizards Chat name (go get one from http://tank.wizards.com/ichatnames/default.asp).
- Download, fill out, sign, and submit a nondisclosure agreement (NDA) to Wizards (go get a PDF of one from http://www.wizards.com/rpga/downloads/wotcnond.zip). Please include your RPGA membership number, email address, and Wizards chat name on the NDA form for ease of reference. (If you don't include your email address, don't expect timely responses.)

Send the NDA by fax to: (425) 226-3182 (Attn: Penny Williams) or snail mail to Attn: Penny Williams/Wizards of the Coast/1801 Lind Avenue SW/Renton, WA 98057.

You may not submit your NDA via electronic means. If you are younger than 18 years of age, your parent or legal guardian must also sign your nondisclosure agreement.

Once we have your NDA and have verified your RPGA membership, you'll get an email verifying your eligibility to playtest online. At that point, you will be instructed on how to sign up for available playtest sessions.

See www.rpga.com for more details on how the online playtesting process works.

**Bolt and Quiver** by Stan!

QUIVER! GUARD YOUR FLANK, MY FRIEND. THAT GOBLIN IS TRYING TO TAKE YOU UNAWARES.
FOR PELOR'S SAKE! BOLT, I KEEP TELLING YOU THERE'S NOTHING DANGEROUS ABOUT PEOPLE IN GOBLIN COSTUMES!
EXIT
Stan!
HI THERE, LITTLE MAN... ARE YOU LOST? HAS YOUR MOMMY LEFT YOU ALL ALONE?
HMMM... MAYHAP THOSE SIX FELLOWS COSTUMED AS GUARDS WILL PROVE TO BE A BIT MORE OF A CHALLENGE
CRUNCH
BAM
SMAK
POW
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## D20 Trend Tracker

# How Many Nails in a Dead Pirate's Coffin?

The early success of Green Ronin's *Death in Freeport* proved that fans have an interest in piracy and nautical campaigning. But do they have enough interest to sustain more than a half-dozen major treatments of buccaneers and shipcraft? Here's just a sample of what's coming soon or already on the market. Notice there are seven products, here. Seven is three more than the number of letters in the word "G-L-U-T".

### Black Flag: Pirates of the Caribbean

**Who:** Avalanche Press

**What:** The leading publisher of historical d20 supplements presents "the quintessential guidebook to roleplaying pirates and privateers in the Caribbean of the 18th Century." The 64-page product contains five new classes and four prestige classes, and retails for $16.95.

**When:** Available now.

### Freeport: City of Adventure

**Who:** Green Ronin Publishing

**What:** More an in-depth look at a fantasy city dominated by pirates than a full-blown nautical supplement, *Freeport: City of Adventure* deserves mention as the latest and most in-depth treatment of the city that started the d20 revolution. A meaty hardcover that retails for $29.95.

**When:** Available now.

### Pirates & Musketeers

**Who:** Published by Alderac Entertainment Group.

**What:** A d20 System conversion of AEG's acclaimed *7th Sea* game, originally designed by d20 superfan John Wick. The book promises 100 new classes, which has got to be some sort of record. Whether that record will have the pedigree of "most pieces of candy" or "most sharp needles shoved into an eye" remains to be seen.

**When:** Sailing your way in July.

### Seas of Blood

**Who:** Mongoose Publishing

**What:** The first in Mongoose's *Traveller's Tales* series, *Seas of Blood* includes a naval combat system, naval prestige classes, new spells, new monsters, information on playing "Sea Druids," and several ship designs. A 128-page softcover release, *Seas of Blood* retails for $19.95.

**When:** Available now.

### Seafarer's Handbook

**Who:** Fantasy Flight Games

**What:** A comprehensive 174-page hardcover resource covering ship building, underwater combat, aquatic spells, and the ubiquitous ship-to-ship combat rules. Retails for $24.95.

**When:** Available now.

### Skull & Bones

**Who:** Your guess is as good as ours.

**What:** Adamant Entertainment announced *Skull & Bones* a year ago, when the d20 market had fewer than a half-dozen products covering naval rules and piracy. Now, they've decided to put a hold on publishing until they can license the product to another publisher. This sidebar seems to suggest Adamant knows what it's doing.

**When:** Lord knows.

### Twin Crowns: Age of Exploration Fantasy

**Who:** Living Imagination, Inc.

**What:** A 304-page sourcebook and rules accessory detailing the world of Ptalmanar, where exploration rules the day and naval travel expands the horizon. The extensive book includes naval combat rules (natch), races, skills, and extensive historical details regarding the setting, which has been used for nearly a decade in a LARP called *Lione Rampant*. All that and more for $29.95.

**When:** Available now.

**Bolt and Quiver** by Stan!

HERE COMES A SECURITY GUARD IN A ZOMBIE COSTUME. NOW DON'T GO HUZZAHING ALL OVER THE PLACE, BOLT. FOR ONCE JUST LET ME HANDLE IT.
NOD NOD NOD NOD NOD
YOU HAVE BROKEN RULE # 7: NO ONE TOUCHES GARY GOBLIN.
YES, WELL, I CAN EXPLAIN, OFFICER....
NO EXCEPTIONS.
ALL VIOLATORS WILL BE EATEN.
SWEET PELOR! THEY REALLY ARE ZOMBIES!
'STRUTH! I WOULD NOT HAVE HANDLED IT THAT WAY.
CHOMP CHOMP BITE
WARM BRAINS
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RPGA NETWORK

# News from the Top

In the last edition of *Polyhedron* I spoke about Winter Fantasy, the RPGA Network's premiere annual gathering. At the show's members' meeting I had a chance to speak with the membership at large, and I thought I'd take this space to cover and expand upon what was said there.

We appreciate that it's impossible for all members to attend Winter Fantasy, due to its location in the middle of the United States. Plans are afoot to change the format of the convention by sponsoring multiple "Winter Fantasies" throughout the year in several different locations and countries. It's too early for exact details, but we're looking at the feasibility of such a plan as I write this and I'll be sure to release more details here as soon as I can.

At the show itself debate was high as to whether or not we should jump into globalizing the convention immediately, but I can officially and with much pleasure say that Winter Fantasy 2003 will again be held at the Grand Wayne Center in Fort Wayne, Indiana, USA.

I opened this year's members' meeting by discussing how the health of the RPG business directly affects the RPGA from the viewpoint of Wizards of the Coast. Over the past 12 months, RPG sales have exceeded the company's expectations. With that in mind, the company recognizes the significant role the RPGA has within the greater roleplaying community and is committed to ensuring the Network's growth and stability.

I also addressed the topic of disappointment. For far too long, the RPGA staff has promised much and delivered little, which results in bad feelings all around. To combat this, I've decided that this year will be a "back to basics" approach, as we attempt to rediscover the purpose of the RPGA—to provide great community gaming experiences and content. Until we're satisfied that all of our current programs and promises work toward that goal we simply will not commit to launching *anything* new. This doesn't mean that we won't continue to think up new ideas and programs in the background, but we don't plan to start anything new until we're doing what we've already committed to right.

*Ian charts out the future at Winter Fantasy.*

## GM Program Relaunch

In order to deliver the best experience possible at an RPGA table, we will revamp the GM development program and throw some serious weight behind developing superb GMs to help us run games and events within the RPGA community. I would like to basically develop these GMs into the "heroes" of the RPGA. To do so means radically overhauling the previous system and adding a bunch of new and exciting benefits to make this something attractive to any RPGA member interested in becoming a better game master.

What follows is the initial starting blueprint for the program so you can all see what we have in mind. (Maybe some of you will wish to volunteer to help us develop programs that work to this blueprint—send me an email to get involved.)

The following thoughts are by no means the final document, but should give you some idea of what we're

thinking at the present time. The entire GM development program will be proactively developed with the help of member volunteers, and we'll continue to add enhanced initiatives and benefits as we move forward.

The new system will mean some changes to the way the Network ranks judges. Don't worry about your current ranking too much, for now. When we revamp the system you'll retain your current level. Unlike the current system, however, you will be expected to maintain a level of excellence in judging in order to maintain your current rank (or exceed it, of course).

### Levels of DM

The new GM ranking system will have five defined level ranks that, like the old system, are loosely modeled after level advancement in a standard role-playing game. For now, the names of the ranks remain as they currently are (Herald, Master, Grand Master, Paragon, and Avatar), but even this may change eventually.

### Benefits

Unlike the current system, the new GM rankings will bring with them significant benefits. While the sidebar on this page shows only tentative benefits (remember, we're still building the program), they ought to show you how serious we are about making this new program attractive to the membership at large. While these benefits give you an idea of our current thinking, fleshing them out will fall to the volunteers who help us shape the final image of the program.

### Game Master Sanctioning

This new system should not be dependent on overall scores applied as one number to denote level. That simply acts as a positive affirmation of ongoing support but does not denote any level of competence. The new system will be about passing higher and higher qualification guidelines and remaining thus over a 12 month period. It is envisioned that at any time an individual becomes inactive or a minimum threshold for level maintenance isn't upheld, then they would qualify for a new lower level but would not, as under the current system, hold the level for life. The system is about rewarding those who are prepared to be the lifeblood of the organization and who continually provide the heightened experience we think the RPGA community deserves. The actual guidelines for this sanctioning process have yet to be developed and will, again, be developed by the volunteers who help us come up with the new program.

### Communications

As I mentioned at the Winter Fantasy meeting, the RPGA staff's communication channels have been woefully lacking. To address these concerns, we will develop a reworked global volunteer RD (Regional Director) and AC (Area Coordinator) program to ensure that information is passed to the membership in a timely manner. By decentralizing the flow of information through delegation, we hope to ensure that general inquiries to the RPGA leadership receive a quicker response than has been the case in recent times.

Additionally, we plan to proactively utlize the Network website (www.rpga.com) to deliver even more timely information that it currently does.

### Living Campaigns

For the most part, the Network's overwhelmingly popular Living campaigns will continue much as they are now. Network HQ has no plans to launch any new Living campaigns in the forseeable future, but if the past few months are any indication, I am certain a number of Member-run Living campaigns are in the works even as you read this.

As I mentioned above, we're planning to review all of our programs and set them to right before committing to any new major initiatives. Once we have the basics of our existing HQ-managed Living campaigns in order we will consider new campaigns. High on the agenda is a Living (though perhaps "living" isn't quite the right word) *Call of Cthulhu* campaign.

### In Conclusion

Obviously, it's going to take a lot of member volunteers to make all of our current plans work. If you're interested in participating, please write me at ianr@wizards.com. As things take shape I'll report on developments and release information within these pages in forthcoming issues of *Polyhedron*.

In closing this issue's *News from the Top,* I'd like to wish you all the blessings of the Goddess Tymora. May she shine upon your d20s everywhere...

Ian Richards
RPGA Worldwide Manager
ianr@wizards.com

## Proposed GM Program Benefits (Tentative)

| Rank | Benefit |
|---|---|
| Herald | Password access to a sanctioned GM-only RPGA website. FREE annual adventure drawn from the RPGA library.Recognition for achievement within *Polyhedron* and on the RPGA website. Recognition badge/pin/other for level. Certificate for level recognition. Inclusion in website 'sanction' GM finder. |
| Master | FREE annual base membership ($5) Enhanced opportunities to playtest Wizards of the Coast RPG products. Rest as per Herald. |
| Grand Master | FREE upgrade to include *Polyhedron/Dungeon* magazine. Rest as per Master. |
| Paragon | Discount at the Wizards of the Coast e-commerce store. Annual Paragon T-shirt/Polo shirt. FREE upgrade to include *Dragon* magazine. Rest as per Grand Master. |
| Avatar | Paid-for travel and accommodation/invites to the main RPGA events every year (Origins, Gen Con, Gen Con Europe, Winter Fantasy). All core rule products (e.g. *Manual of the Planes*). Annual Avatar jacket/sweat shirt/Polo shirt. Rest as per Paragon. |

# Robert Remembers. . .

*A week before this issue of* Polyhedron *went to press, Robert Wiese left the Wizards of the Coast office for the last time as a full-time employee of the RPGA Network. The achievements of his nearly seven-year tenure rank him among the most important figures in the history of the organization—when the lights almost went out on TSR in early 1997, Robert was the sole RPGA staffer. With a tenacious work ethic and a refusal to give in, Robert not only kept the Network alive but actually saw it flourish at what could have been its final hour. Without Robert's efforts, I think it's fair to say the RPGA wouldn't exist today.*

*Before he left to start a new life in Reno, Nevada, I asked Robert to reflect upon his tenure in the pages of* Polyhedron. *Robert, if you're reading this, thanks for keeping the fire alight all those years, and try not to spend too much money in the casinos.* —Erik Mona

I joined the RPGA staff in June of 1995, and my first task was to format and edit the AD&D Open for that year, *Sacred Heart*. Harold Johnson was converting the scenario as I scanned, edited, and fixed the files, and we barely got it done in time. Baptism by fire, but that was the way of things at the RPGA. That year was the first I worked on the Gen Con Game Fair as a staff member, and I met some great people that I could not have gone through later years without: Cheryl Frech, Tom Fortunato, John Vaccaro, and Don Weatherbee.

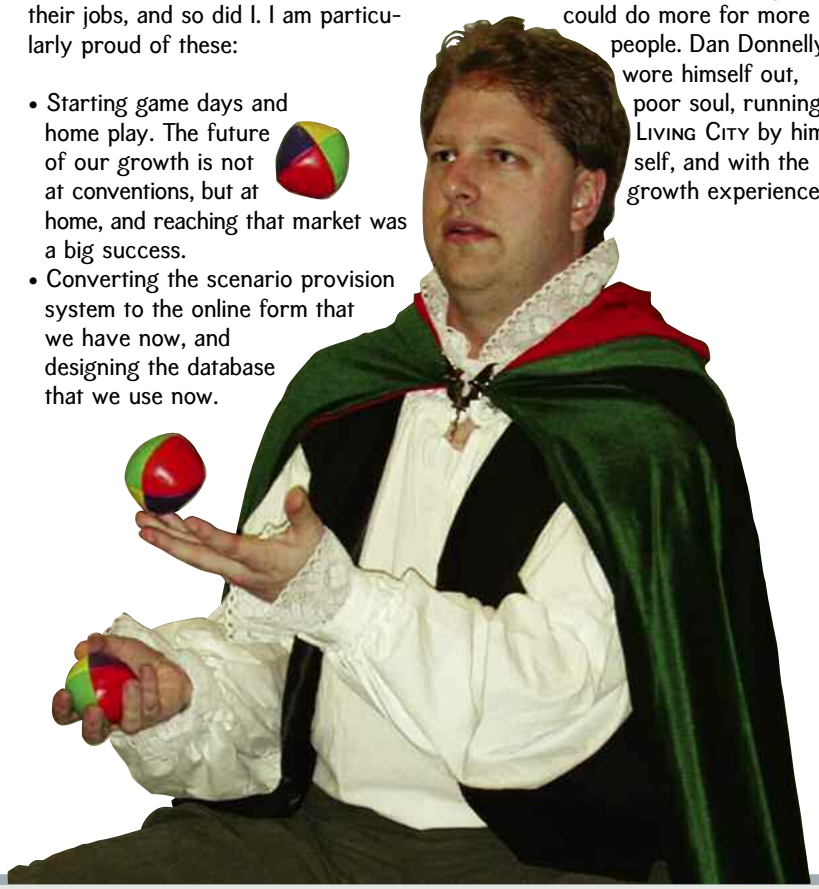
Later that year, Network Coordinator Scott Douglas and I took Winter Fantasy in a bigger direction than it had seen, and planned to publish our own *LC5: Player's Guide to the Living City Campaign*. Scott and I did the layout (with Duane Maxwell's help), and I had the first print run done at Office Depot at my own expense. That was the RPGA in those days; we found a way to do the things we wanted to do.

Then, December 20, 1996 happened, and I was left alone in the HQ office. Without the help of Don Weatherbee and Jae Walker in setting up communication lines, and Don taking over the entry of member points, we would not have made it. I threw myself into work, probably too much, but everyone needed me so I was there. I worked hard to keep scenarios coming out and conventions supplied with materials, because I knew that game play was the essence of the Network.

From the time of the Great Crash at TSR until David Wise became the Worldwide RPGA Manager in 1999, I held the title of Network Coordinator, and pretty much served as second-in-command during my entire tenure. I drifted through various job responsibilities, as one does in the RPGA, and my job always included the duty "and everything else." Finally I drifted out of most of the things I loved to do, and it was time to go. I knew this at Gen Con in 2000, but did not know where I was going until this past fall.

Everyone has accomplishments at their jobs, and so did I. I am particularly proud of these:

- Starting game days and home play. The future of our growth is not at conventions, but at home, and reaching that market was a big success.
- Converting the scenario provision system to the online form that we have now, and designing the database that we use now.
- Germinating the idea of the Living Greyhawk campaign as a regional campaign and selecting a great team to nurture it to reality: Erik Mona, Cisco Lopez-Fresquet, Cheryl Llewellyn, John Richardson, and Tip Vaught. The campaign showed more promise than we ever dreamt, and now Stephen Radney-MacFarland is developing things for the campaign that we originally envisioned but did not have the methods or technology to implement.
- Beginning the Living Force campaign, and choosing the best team of *Star Wars* goobs I could find: Jae Walker, Morrie Mullins, and Colleen Lahna. Writing the Living Force *Campaign Sourcebook* with Morrie was the best part of this whole experience, but I really do like planning campaigns and building things that members will enjoy.
- Converting the Living City campaign from a director model of leadership to a board model of leadership, so that the campaign could do more for more people. Dan Donnelly wore himself out, poor soul, running Living City by himself, and with the growth experienced



during his tenure it was clear that one person could not run it all. I will always consider him a friend, but I also have to thank Brian Burr, Lee McClurkin, Brooks Banks, Greg Sherwood, Troy Daniels, Cindy Osborne, Gail Reese, and Joe Cirillo for their hard work on this campaign as we tried to make it what you wanted as well as something that would last.

- Developing the idea of the member-run campaign, though a lot of people helped with that, too. Member-run campaigns really started back in the fall of 1995 when I appointed Claire Hoffman as Living Death Campaign Coordinator, and even before that with the *Virtual Seattle* campaign run by Ron and Margaret Heintz, and now by Wes Nicholson. Living Jungle was the third, when we settled it on Tom Prusa's shoulders. These three were the model for later campaigns.

So what have I learned? What is the perspective from the first officer's chair? I'd have to say that working for the RPGA taught me a lot, about myself and about people. Here is what I learned, and I hope that my experiences can help you as well, as you carry the RPGA into the future.

First, there is always a way. Sometimes the resources don't seem to be there for what you want to do, or some person seems to be blocking you from what you want to do. If it will serve the members, then find a way to do it anyway. You will, I know. I always did. If it will only serve you, or increase your power base, then reconsider.

Second, the further up in RPGA responsibility you get, the more of a servant you become to everyone else. Volunteering comes with responsibility, and sometimes authority, but not power.

Third, members hate change. You do, really. But change can be good, and is in fact the only constant of the universe. Things will change. Learn to live with change, and to adapt, and even to look at potential changes in a positive light first, and you will do very well.

Fourth, it is easy to blame HQ. We at HQ are reviled all the time, and have blame heaped upon us for things that sometimes are not even our fault. Sometimes they are. However, blaming HQ is the easy way out. Stop taking the easy way out, and try to see things the way they really are. Give the HQ guys a break; they really want what is best for the Network. They just have a different perspective than you do on what that is.

Fifth, members love to whine. It is almost a knee-jerk reaction sometimes, I think. And at HQ we hear a lot of whining, and not a lot of good things. So, I'd ask, as I depart full-time status, that you consider doing two things: one, when you want to complain, offer a solution to something you don't like, rather than just whine about it, and two, tell HQ staffers when they do something good. They like to hear that, too.

Lastly, dream big. Don't settle for something when you can see it being better. Look at the Living Death interactives we have held at the Milwaukee Public Museum to see what I mean. Look at what we tried at Con2001 as an example, and at the *Live and Let Die* integrated Living City event. They were not perfect, but they tried to be so much more than just people sitting around a game table. We have such creativity in this organization; don't waste it. If things look hard, remember my first lesson.

Before I end this, I have to thank everyone whose name I mentioned above, plus Larry Hull, Michelle and Lee Sharp, August and Cynthia Hahn, Willie Burger, Catie Martolin, Rhonda Hutcheson, Jeff Boles, Keith Hoffman, and countless others for helping make my visions a reality for the RPGA.

What will I be doing? I'll be busy with convention planning for Gen Con, Winter Fantasy, the RPGA events at Origins, and anything else that HQ wants to throw at me. I'll be writing freelance projects, and occasionally scenarios (I'd love to reach Tom Prusa's record of 103 rounds, but I have 47 to go...). I'll still be around. I am not that easy to get rid of.

Robert Wiese
Former RPGA Network Coordinator

## So Long, Spock!

Back in 1999, as I prepared to assume command of the Starship RPGA, the first thing I did was talk to Robert Wiese about it. He had been single-handedly running the Network since 1996, and had been there for a few years before then, so I worried about "leap-frogging" past him and into the captain's chair. Robert, however, was perfectly comfortable with the development. "I've always preferred the first officer's position to the captain's," he explained. "I'd rather be the guy who gets the job done than the one who determines the course." Thus, he has been the Spock to my Kirk during this three-year mission, executing my orders with an analytical efficiency, no matter how the Klingons of Chaos raged all around us. He has served the RPGA with distinction and a loving care that belies his stoic demeanor, so it is with a heavy heart that I bid him "smooth sailing" as he turns in his uniform and treks off to a separate future. May the next generation fare half as well!

Thank you, Robert, for staying at your post while TSR fell into disarray and forgot the RPGA for a while. Thank you for your penetrating evaluation of every crazy idea I had, and for your ability to turn those brainstorms into workable plans. Thank you for your willingness to don the black hat while I had all the fun of wearing the white. Thank you for making Gen Con, Winter Fantasy, and Origins so great a delight to so many people. Thank you for caring so much about the members through good times and bad. Among the luminaries of the RPGA's long history, your star shines brightly, lighting our way long after your departure. Live long and prosper!

David Wise
Former Worldwide RPGA Director

RPGA NETWORK

# Convention scene

## Winter Fantasy 2002

Every year, RPGA members from around the world convene for an event unlike any other. Winter Fantasy, the Network's premiere gathering, allows members the chance to interact with the RPGA staff, game industry professionals from Wizards of the Coast, RPGA Living campaign administrators and each other during a weekend of gaming fun in which the RPGA itself takes center stage.

Though Winter Fantasy features several dealer tables and a few special seminars, the bulk of the weekend is given over to RPGA gaming and member meetings. It's a special time for members to gather and share good times around the gaming table in an informal atmosphere of fun times and comeraderie.

This year's Winter Fantasy, held January 24-27 at the Grand Wayne Convention Center in Ft. Wayne, Indiana, was no exception. Guests of honor included Dungeons & Dragons Creative Director Ed Stark, JD Wiker (*Star Wars,* Alternity), and Sean Reynolds (Forgotten Realms, Greyhawk). These guests coordinated seminars, ran personal games, and even had a chance to sit in for a few gaming sessions with the fans.

Members interested in the venerable Living City campaign had much to do at the show, as Winter Fantasy served as the debut convention for OrganizedPlay, the company that has licensed the right to run the campaign from Wizards of the Coast. In sharp contrast to the chaos of last year (remember LC's conversion to 3rd Edition? We do. . .), everything ran incredibly smoothly. OrgPlay even allowed members to order *any* Living City scenario for play at the convention. If you wanted, you could spend your Winter Fantasy playing Living City and nothing else.

Of course, the RPGA had a lot more to offer. This year marked the second for the Network's Living Force campaign, and member Jae Walker and her army of battle droid volunteers put on a smashing interactive that featured several activity booths and more players in costume than any seven LC interactives combined.

*Left: Hohn Cho and LC Director Greg Sherwood clown around at the LC activity center. Right: Head Marshal Lee Sharp plays a crafty minotaur (that's what the hat says, folks) at the LC Interactive.*

Two years ago, Winter Fantasy attendees got their first taste of Living Greyhawk in a special preview event. This year, the campaign officially entered its second year (592 CY in Greyhawk terms) with two adventures. Fans of the chaotic LC conversion got to feel the love all over again as the campaign transitioned to an "adventure cert" standard—from now on, individual item certificates will be relatively rare, and instead of a log sheet players get a special adventure result tracking form each time they play. It's a different system that led to some confusion on the day, but most folks were able to adapt to it and throw themselves headlong into the fun.

New RPGA Worldwide Manager Ian Richards came all the way from the UK to meet with members and to chair the annual members' meeting (see *Notes from the Top*, page 10).

This year's Winter Fantasy also featured a completely new type of special event—the Open Gaming Fiesta. During this one-slot event, the RPGA had zero scheduled events. It was an "open" slot during which any member could run any adventure for anyone at the show. For five hours, the Network lifted the regional limitation of Living Greyhawk adventures (so long as the adventure was judged by a member from the region with which it was associated), which proved to be enormously popular. The regionality of Living Greyhawk is one of the things that makes it so special, and the Open Gaming Fiesta gave everyone a chance to sample from regions to which they might never be able to travel (UK and Australian adventures proved enormously popular for just this reason).

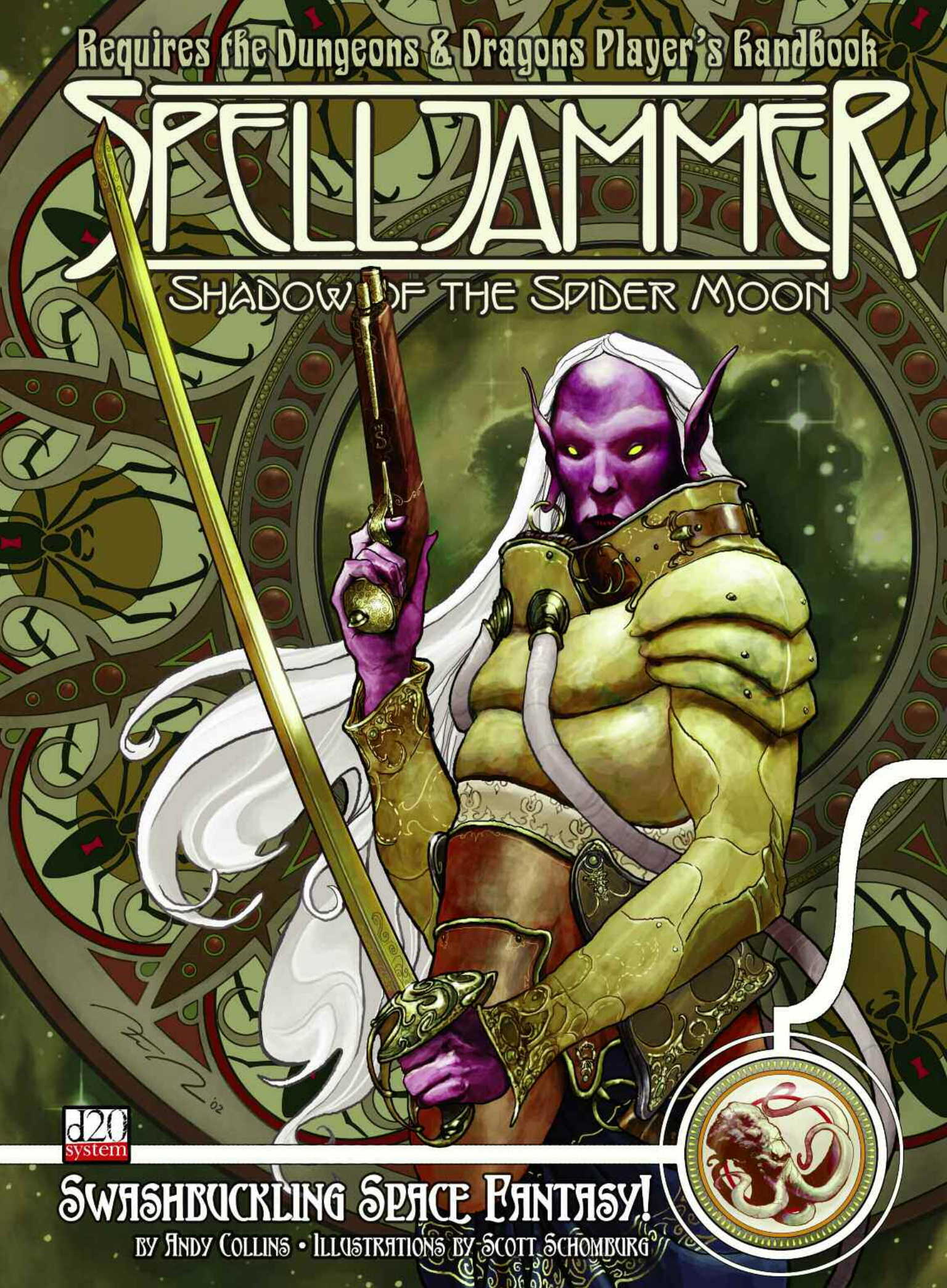
More than any specific game or event, though, Winter Fantasy allowed members to get together and share good times. Minutes after the gaming halls closed, dozens of gamers flocked to the Hilton's bar to collapse in comfortable chairs with the company of cold beer and good friends. It's become something of an annual tradition to come together at the end of the night to share gaming stories and anecdotes, and this year was certainly no exception.

Be sure to make plans to attend next year's Winter Fantasy. For more details, visit www.winterfantasy.com.

Requires the Dungeons & Dragons Player's Handbook

# SPELLDAMMER

## SHADOW OF THE SPIDER MOON



d20 system

SWASHBUCKLING SPACE FANTASY!

BY ANDY COLLINS • ILLUSTRATIONS BY SCOTT SCHOMBURG

# SPELLJAMMER

## SHADOW OF THE SPIDER MOON

### A Polyhedron Mini-Game of Swashbuckling Space Fantasy

FOR USE AS A COMPLETE CAMPAIGN SETTING FOR THE DUNGEONS & DRAGONS ROLEPLAYING GAME

# Introduction

*Spelljammer: Shadow of the Spider Moon* is a d20 game of space fantasy. In this game, freebooting half-elven corsairs rub shoulders with wealthy halfling merchants and dwarven freedom fighters, while fending off deadly foes such as drow, yuan-ti, and dreaded mind flayers.

*Spelljammer* uses the d20 system, as based on the D&D Player's Handbook. In fact, this game is similar enough to D&D that you can use virtually any D&D product in your *Spelljammer* campaign with little or no difficulty. However, it also adds new and wondrous elements, including flying ships, firearms, and all the skills, feats, and prestige classes you need to explore the vastness of space!

If you want to incorporate portions of this game into your D&D campaign, that's just as easy. All of the new systems use familiar terms and mechanics, making it simple for a DM to add gnome scavengers, soaring vessels, or flame-throwing pistols to his home game.

So strap on your cutlass and trusty sidearm, and hoist the mainsail! It's time to take fantasy into the stars!

# Credits

**Game Design:** Andy Collins
**Cover and Interior Art:** Scott Schomburg
**Editing & Art Direction:** Erik Mona
**Graphic Design:** Andy James
**Logo Design:** Sean Glenn

Based on the original *Spelljammer* campaign setting created by Jeff Grubb and the original DUNGEONS & DRAGONS game by Gary Gygax and Dave Arneson.

This *Polyhedron* **d20 System** Mini-Game requires the Dungeons & Dragons *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* to play. *Polyhedron* Mini-Games adapt the standard D&D rules and conventions to nonstandard settings and genres. Unless specifically noted in the text, this Mini-Game follows the core D&D rules. If you know how to play DUNGEONS & DRAGONS, you'll pick up the rules of this game in moments.

*Spelljammer: Shadow of the Spider* Moon utilizes game mechanics developed for the new DUNGEONS & DRAGONS game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. This Wizards of the Coast game contains no Open Game Content.

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# Table of Contents


**18 Chapter 1: Characters**
A ship cannot sail without a steady crew. Will your wizard give locomotive power to the party's vessel? Will your fighter defend the ship from drow and mind flayer attacks? Will you emerge from humble spacehand origins to become stellar corsairs or planetary explorers?

**32 Chapter 2: Space and Spelljamming**
In the system of the Spider Moon, majestic and terrible vessels ride stellar winds in search of adventure and plunder. Learn how to handle space travel using the d20 System, and take a moment to peruse the gallery of spelljamming vessels your characters soon will encounter.

**46 Chapter 3: Equipment and Magic**
Before heading off to space, you'll want to pack an airsuit, several firearms, and a bag or three of bullets. Don't forget a *spelljammer helm*, or you're not getting off the planet.

**52 Chapter 4: Setting**
The system of the Spider Moon contains eight distinct worlds loaded with adventuring possibilities. Brave the barren deserts of Ashen or plumb the depths of Quelya in search of the treasure-filled structures of an ancient race.

**64 Chapter 5: Enemies**
A life in space is about much more than plundering ships and exploring strange worlds. It's also about fending off the predations of drow, formians, and yuan-ti. Even worse, it can mean an encounter with a mind flayer crew hungering for tasty brains.

**Special Pull-Out Spelljammer Tokens**
Twenty-eight tokens to help you manage ship-to-ship combat, from the lowly illithid boreworm to the majestic elven amada.

# Chapter One
# Characters

The characters of *Spelljammer: Shadow of the Spider Moon* come from a wide variety of backgrounds and play a range of roles. In some cases, these appear very similar to the familiar elements of D&D, but most characters differ in subtle but important ways.

## Races

The races of the *Spelljammer* setting are functionally identical to the character races presented in the *Player's Handbook*. Use the racial traits as presented there for your characters. However, personality traits, relations, and other characteristics vary as presented in this chapter.

### Humans

As both the youngest and shortest-lived of the races, humans are always pushing to expand their knowledge and influence throughout the system. Relatively new to spelljamming, humans have nonetheless taken to it with a mixture of fervor and grace that belies their young culture.

**Personality:** Humans are adaptable and outgoing. Though perhaps not as ambitious as halflings, humans nevertheless share that race's interest in "what's out there." Since human recorded history doesn't go back as far as that of the other races of the system, humans are often seen as the "children" of the region.

**Physical Description:** As in the *Player's Handbook*. Most humans have skin tones ranging from lightly tanned to bronze to near-black from their continued exposure to direct sunlight, though those raised away from the human homeworld of Quelya sport a lighter range of skin tones. They tend to favor lightweight, brightly colored clothing that doesn't restrict their movement.

**Relations:** Humans tend to accept the other races at face value, without undue prejudice. For this reason, they make excellent intermediaries between foreign cultures.

**Alignment:** Humans span the entire range of alignments, with no particular predilection.

**Homeworld:** All humans in the system hail (originally) from the watery world of Quelya, third from the Pyre. Even those humans born elsewhere, such as in the asteroid city of Discord, look to Quelya as their homeworld.

**Religion:** Humans tend to worship a range of gods, but the most significant in most settlements is Pelor the sun god. Fharlanghn is also widely venerated, but more as a god of travel than of roads (which tend to be short on Quelya).

**Language:** Humans speak Common.

**Names:** Human names vary greatly. Some families adopt naming traditions from other races, while others favor names that indicate their occupation or role in society.

**Adventurers:** Humans take to the adventuring life with ease. A human may adventure for glory, for wealth, for power, or simply for personal enjoyment. Some aim to prove themselves (or their race) to others.

### Dwarves

Once a proud race of skilled craftsmen and mighty warriors, the dwarves of today are a defeated people, scattered throughout the system to live out their remaining days in sullen solitude.

**Personality:** Most dwarves are extraordinarily grim and quick to anger. Barely a generation removed from the loss of their homeworld, dwarves are a race without true direction or purpose. Though some still cling to the hope that the invading mind flayers might still be defeated, these hopeful few represent only a small portion of the dwarven populace. Woe betide anyone who tries to cheer up a sullen dwarf with a jest!

**Physical Description:** As in the *Player's Handbook*, except that most dwarves are completely bald and clean-shaven. They voluntarily undergo this ritual as a remembrance of their lost world. Only a dwarf who has completely turned his or her back on the rest of the race dares grow hair on head or face. Their dress appears drab to others, since dwarves have little use for color (their underground, darkvision-controlled existence leads to a life seen in black and white).

**Relations:** Dwarves have little choice but to coexist with other races, though they do so grudgingly. They can't understand how the gnomes cope with the loss of their homeworld, and they have little patience for elven politics. Dwarves find humans and halflings acceptable company, though the relatively short lifespans of those races generally prevent strong bonds of friendship from growing. Despite the ancient enmity between dwarves and orcs, the dwarves understand that half-orcs are as much victims of the illithids as they.

**Alignment:** Dwarves still retain their bent toward law, though many have turned from good to neutral in the years of separation from their world.

**Homeworld:** The dwarf homeworld, Moradin's Forge, is a cold, dark planet where virtually all life exists far

beneath the surface in geothermally heated caverns. For thousands of years the dwarves battled the other native humanoid species, the orcs, for control of the planet. Only the arrival of the conquering illithids quieted this ancient war, and now the only dwarves remaining on the Forge are either slaves or freedom fighters.

**Religion:** Moradin is the chief deity of the dwarves, though with the loss of their homeworld the worship of Moradin has waned. Many younger dwarves know little of their race's patron and creator.

**Language:** As in the *Player's Handbook*. The Dwarven alphabet is shared with the language of orcs and gnomes.

**Names:** As in the *Player's Handbook*, though many younger dwarves forgo the use of a clan name.

**Adventurers:** Dwarf adventurers may be freebooting mercenaries, artifact hunters, or would-be freedom fighters.

## Elves

Elves are polite, patient schemers. On the surface, they seem placid and unmoved by events around them, a veritable calm amid the storm. But an elf's inner thoughts betray his chaotic nature, seeking the ever-elusive edge to help advance his personal schemes and the goals of his noble house.

**Personality:** Elves personify patience. With their long lives, elves are content to let their plans and schemes unfold over years or even decades.

**Physical Description:** As in the *Player's Handbook*, though their dress and demeanor is both graceful and showy. Elves tend to dress to display their standing and attitude, with different garb for various ceremonies or even times of day. Their attire suggests possibilities while simultaneously concealing reality.

**Relations:** The elves' unique perspective often infuriates other races, particularly halflings, who have little taste for sitting and waiting for things to happen. Humans and elves have always been friendly to one another, though some elves take a patronizing attitude toward their "less civilized cousins." Though half-elves are theoretically welcome in an elven court, many elves tell snickering stories about their parentage. Elves see dwarves as a hopeless cause, and turn up their noses at the "grubby" gnomes. When they deign to recognize half-orcs, it's generally only as hired muscle.

**Alignment:** The only true rule of elven society is that no one looks out for you but yourself. Thus, most elves tend toward chaos, with little use for strong tendencies of either good or evil.

**Homeworld:** Perianth, fourth planet from the Pyre, is a cool forest world. The tall conifers give shade to the ground below, cloaking the elven courts in perpetual twilight.

**Religion:** Elves worship Corellon Larethian as both the Preserver of Life and the Great Planner of Creation. His patience, both in the celestial courts and in the hunt, is the stuff of legend.

**Language:** As in the *Player's Handbook*.

**Names:** As in the *Player's Handbook*.

**Adventurers:** Often, younger children from powerful elven families seek adventure as a means of finding a new station in life. Other elven adventurers might be outcasts from the court or simply those with less patience than their fellows.

## Gnomes

The victims of an ancient cataclysm, the gnomes of today wander as a homeless race. Unlike the dwarves, whose loss has crippled their culture, the gnomes have learned to face their hardships head-on, seeing opportunity in every setback.

**Personality:** At their hearts, gnomes are plucky pack rats, scavenging through the discarded trash of every culture in the system. Even broken or seemingly useless objects still have nails, fabric, or even scrap metal that may come in useful at a later point. Centuries of enforced pragmatism and self-reliance have shown the gnomes that unbridled curiosity is a dangerous thing, but any gnome worth his salt won't shy away from exploration or new experiences. After all, one never knows what useful knowledge or useful items may come of it!

**Physical Description:** As in the *Player's Handbook*. A gnome without a bit of dirt or grease under his fingernails is rare indeed, and any gnome of adult age seems to have a perpetual squint from years of peering too closely at the refuse of other races.

**Relations:** Most races look down on gnomes at least a bit, though this ranges from bemused grins from humans to snipes of "grubby scavengers" from the elves. Halflings secretly respect how the gnomes have coped with their poor situation, though most successful halflings wouldn't want to link the two races in any way. Dwarves think the gnomes cope far too well with the loss of their homeworld.

**Alignment:** Gnomes are most often neutral, tending toward good. Despite the terrible tragedy of their past, most gnomes are good-hearted and will help out others in need (as long as it doesn't endanger the gnome's survival too much).

**Homeworld:** The gnome homeworld is long gone. Even its name has faded into history. All that remains of it is a wide belt of asteroids named the Chain of Tears. Small colonies of gnomes dot the asteroid belt, though a good portion of the race calls no location home. A number of gnome settlers moved to Moradin's Forge after they lost their planet, and most now serve as slaves of the illithids.

**Religion:** Gnomes revere Garl Glittergold as a protector who looks out for those who are crafty enough to look out for themselves.

**Language:** The Gnome language uses the Dwarven script. It is not known whether this is the original language of the gnomes, or if it is merely a derivation of the dwarven tongue picked up after the race scattered through the system.

**Names:** As in the *Player's Handbook*.

**Adventurers:** For most gnomes, adventuring is an assumed way of life. Virtually every gnome has been an adventurer of some sort during his life, whether scavenger, asteroid miner, or treasure hunter.

## Half-elves

The long-term friendly relations between humans and elves have led to a fair number of half-breeds roaming the system. Some are children of loving parents, while others are outcasts, unable to find a place in either society.

**Personality:** The half-elf personality melds the ambition and drive of the human parent with the grace of the elven parent. If raised by one culture or the other, the half-elf is likely to exhibit more traits of that culture.

**Physical Description:** As in the *Player's Handbook*.

**Relations:** Half-elves are both universally accepted and widely distrusted. Their lack of fixed loyalties make them welcome in most situations, but their outsider nature prevents them from ever becoming truly settled into a new group.

**Alignment:** Most half-elves are neutral, tending toward the chaotic nature of their elven ancestors.

**Homeworld:** Half-elves have no homeworld of their own. Those raised by human parents see Quelya as their homeworld, while those brought up in elven society look upon Perianth as their place of origin.

**Religion:** Half-elves raised among humans worship human gods, while those brought up by elves generally revere Corellon Larethian.

**Language:** Half-elves speak Common and, if raised among elves, Elven.

**Names:** A half-elf's name depends on the culture in which it was raised.

**Adventurers:** Half-elves are natural adventurers. Some seek to prove their place in human or elven society, while others simply want to establish a name for themselves.

## Half-orcs

These simple, brutal creatures are the descendants of illithid breeding programs. Knowing no home, culture, or true place in the universe, half-orcs occupy the lowest rung of the social ladder.

**Personality:** Half-orcs are generally short-tempered and ill-mannered. However, they are as quick to laugh as they are to fight. Despite their poor position, most half-orcs seem to ignore the social stigma that other races seem to expect they should feel. When a half-orc bothers to think about his situation at all, he inevitably comes to the conclusion that since it's not his fault, he has nothing to be ashamed of or worried about. Then he has another drink, or bashes another chair, or sings another bawdy song.

**Physical Description:** As in the *Player's Handbook*.

**Relations:** Though most races see half-orcs as the scum of the system, half-orcs seem oblivious to others' opinions of them. While the average half-orc envies those more wealthy than himself, the half-orc knows that if he wanted your gold, he could probably take it from you.

**Alignment:** Half-orcs tend toward chaos and unstructured lifestyles. Having no real exposure to their orcish ancestry, they have no particular bent toward evil.

**Homeworld:** Like half-elves, half-orcs have no homeworld. Instead of being torn between two cultures, though, the half-orc simply rationalizes this as "wherever I am, that's where I'm from."

**Religion:** Half-orcs generally worship human gods, particularly those of strength or war.

**Language:** Half-orcs speak Common.

**Names:** A half-orc typically chooses his own name as soon as he can talk. This leads to most half-orc names being simple, gutteral sounds. Occasionally, as a half-orc reaches adulthood, he might choose another appellation to add, such as "the Brutal" or "Blood-drinker."

**Adventurers:** The half-orc lifestyle naturally lends itself to committing violence and needing money, which makes them natural adventurers. Many serve aboard spelljamming vessels until they

# humans have taken to spelljamming with a mixture of fervor and grace.

can afford to go it alone (which lasts about as long as it takes to drink their wealth).

## Halflings

The halfling is always looking for an angle, some opportunity that will bring him fortune, power, or both.

**Personality:** In his heart, the halfling perpetually seeks his golden opportunity. They are explorers and risk-takers, traders and dealmakers. They know they have no hope of succeeding in life through strength and physical power, so they dedicate their lives to cultivating other means of controlling their situation.

**Physical Description:** Halflings always dress well, attempting to intimidate others with shows of wealth.

**Relations:** Halflings put on a good face with everyone, never knowing if that's the next person they'll need to deal with. On the inside, they respect those races that succeed through force of wit, such as the gnomes, or by planning, such as the elves. Many halflings hold a grudge against elves, however, fearing that the elves can "see through" their ploys and merely humor the halflings for their own personal joke.

**Alignment:** Most halflings are neutral, having little use for law or chaos, good or evil.

**Homeworld:** The halflings share the world of Quelya with the humans. Most halflings look forward to the day they can leave their homeworld, returning only to make business deals.

**Religion:** Though every halfling village has a shrine to Yondalla the Protector at its center, most halflings worship Fharlanghn as a god of commerce.

**Language:** Halflings speak Common. Some linguistic scholars wonder if the halflings originally had a different language but adopted Common to better interact with humans, or if Common is a derivative of the original halfling tongue that humans have adopted.

**Names:** Halflings tend to accumulate names, thinking that a longer name makes them seem more powerful and important.

**Adventurers:** Every halfling is an adventurer. Some explore new frontiers in search of hidden wealth, while others attempt to make their fortunes by "liberating" the fortunes of others.

# Classes

This section describes how the core classes from the *Player's Handbook* function in the game, and also describes a number of prestige classes unique to the setting.

## Core Classes

Each of the classes presented in the *Player's Handbook* has a role in the *Spelljammer* setting. Some are linked closely to a specific race, culture, or planet, while others span a range of options.

***Barbarians*** still stalk the more savage reaches of every world, and some choose to venture from their tribe even into the depths of space. Human and halfling barbarians come from isolated island tribes of Quelya. Dwarf barbarians might hail from refugee groups fleeing the conquest of their homeworld, while some gnome clans have devolved into barbarism over the centuries. The phrase elven barbarian is a contradiction in terms, as such a character is all but unthinkable, but a half-elf cast out of society at a young age might grow up as a barbarian. Half-orcs take naturally to the raging demeanor of the barbarian.

***Bards*** find employment both in royal courts and aboard spelljamming vessels. Many elves find the life of a bard welcome, and humans, halflings, and half-elves all make good bards as well. Surprisingly, a fair number of half-orcs enjoy life as effective (if crude) bards. Most dwarves tend to be too dour to take up the bard's path, while gnomes tend to prefer a life of lower profile.

Almost any spelljamming ship of any size keeps a ***cleric*** on board to tend to and support the crew. These might hail from any race or culture, and religions of many sorts thrive in the system. Some clerics have even been known to worship deities linked with other races, so complete is the integration of cultures.

While most ***druids*** prefer to remain on the planet of their birth, others see the expanse of space as nature's ultimate mystery. Races with a close link to the natural world, such as elves and humans, are most often found as druids, though any individual seeking to learn more of the secrets of nature can follow the path.

***Fighters*** have a place in any combat, regardless of planet, and they can be found among all races. Dwarves, half-orcs, and humans are perhaps the most common fighters. The smaller races—gnomes and halflings—often prefer less physical means of resolving issues, and the highly cultured elves sometimes disdain brute force.

***Monks*** are rare sights in the system, though they are by no means unknown. The dwarves of Moradin's Forge once maintained a number of monasteries dedicated to instilling discipline, though most of these are now only a memory. Before the fall, though, much of the knowledge of these schools was passed on to interested humans, half-elves, and others.

In a setting so beset with darkness, the role of the ***paladin*** has never been more needed. Though many dwarf paladins fell in battle against the illithids, no small number still remain vigilant against evil. Paladins among the humans, gnomes, and halflings often serve as community protectors. Perhaps sadly, one of the few commonalities between the elves and the half-orcs is their lack of use for the paladin's code of ethics.

The ***ranger*** is a valuable addition to any exploration, scouting party, or planetary investigation, as his

wilderness skills and adaptability are second to none. Humans, gnomes, and half-elves all take up the mantle of the ranger with some frequency, as do elves less interested in politics than in discovery. Dwarf rangers tend to be loners or leftovers from the tradition of spelunking scouts. The rough, solitary life of a ranger often appeals to half-orcs looking for more than meaningless brawls.

The ***rogue*** truly comes into her own in a *Spelljammer* campaign, whether as a wily thief, canny scout, or crafty con artist. Endless treasures lie in hidden ruins, and equal possibilities for wealth sit in the bellies of spelljamming ships soaring through space. Members of all races—from the burly half-orc to the refined elf—find vast opportunities in the life of a rogue, but perhaps none more than the sly halfling.

The innate power of the ***sorcerer*** marks him as one to be respected on any world. They tend to come from the less-civilized worlds, making humans, halflings, and half-elves more likely sorcerers than members of the other races. Neither dwarves nor half-orcs tend to have the force of personality needed for true sorcerous might, while elves tend more toward the cultivated pursuit of wizardry (though elven sorcerers are far from unknown).

***Wizards*** are the flip side of sorcerers, as they tend to congregate around centers of civilization. Both elves and gnomes commonly pursue wizardry, though its potential is not lost on the ambitious halflings and humans. The long-lived dwarves have the patience for wizardly pursuits, though their race has no real tradition of it. Half-elves, particularly those raised among elves, make fine wizards, while half-orcs rarely have the discipline.

# Prestige Classes

Many of the prestige classes already published for D&D are entirely appropriate for a *Spelljammer* campaign. The tradition of the dwarven defender hearkens back to a time when Moradin's Forge still belonged to the dwarves. Assassins lurk in the shadows of every world, while loremasters wander from planet to planet hoping to unearth hidden storehouses of knowledge. Spelljammer pilots often employ devoted defenders (from *Sword & Fist*) as personal bodyguards, both aboard ship and (more importantly) while in port. Duelists (*Sword & Fist*) are common in elven society, as are bladesingers (*Tome & Blood*), though arcane archers are relatively rare. The group known as the Stargazers (detailed in *Defenders of the Faith*), and their unique prestige class, the Knight of the Middle Circle, would fit well into a *Spelljammer* campaign. Alienists (*Tome & Blood*) have started appearing in the system, whether by coincidence or in connection with the coming of the illithids. Many of those who hunt for treasure in lost tombs and crypts are dungeon delvers or temple raiders of Olidammara (see *Song & Silence*).

In addition to those, this section presents five new prestige classes unique to the setting. The master scavenger is a gnome whose unmatched eye for value in the unwanted allows him to thrive. The planetary explorer specializes in investigating new worlds and discovering secrets long forgotten. The spelljammer ace is a pilot with few peers, a master at the helm. The stellar corsair is a unique version of the traditional buccaneer, transported into the exotic realm of interplanetary space. The storykeeper serves as a storehouse of memory and an inspiration to his race.

## Master Scavenger

While all gnomes come from a background of proud scavengers, only a few gnomes dare call themselves master scavengers. These elite among gnome society are widely revered as peerless experts, not only in locating valuable goods that others have left behind, but also in turning such castoff items into valuable loot.

Rogues and rangers make the best master scavengers, as these classes have the sharp eyes needed to pursue the path. Illusionists who become master scavengers supplement that class's ability with their knack for concealing an object's true nature (all the better to pass it off as something it isn't). Most other spellcasters have little to gain (other, perhaps, than prestige among gnomes) from this class, and combat-oriented characters rarely have the patience required to gain it.

Master scavengers usually fit into one of two roles. Some lead bands of like-minded individuals, teaching them the knack of scavenging. Others work alone, either distrusting the abilities of others or merely seeking only to improve their own lot in life. Either way, a master scavenger whose identity is known generally has the respect of any gnomes around him.

**Hit Die:** d6

**Table 1: The Master Scavenger**

| Level | Base Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | Thorough scavenger, sense magic |
| 2nd | +1 | +3 | +3 | +0 | Improvised tools, gnome respect |
| 3rd | +1 | +3 | +3 | +1 | Knack for repair, sharp eyes |
| 4th | +2 | +4 | +4 | +1 | Improvised weapons |
| 5th | +2 | +4 | +4 | +1 | Skill mastery, inflate value |

### Requirements

To qualify to become a master scavenger, a character must fulfill all the following criteria.

**Race:** Gnome.

**Skills:** Appraise (4 ranks), Craft (any) (4 ranks), Search (8 ranks), Spot (8 ranks).

### Class Skills

The master scavenger's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Gather Information (Cha), Hide (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Use Magic Device (Cha), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

### Class Features

All of the following are class features of the master scavenger prestige class.

**Weapon and Armor Proficiency:** The master scavenger gains proficiency in all simple weapons, and in light armor.

**Thorough Scavenger (Ex):** Whenever the master scavenger takes 20 on a Search check, he may add his class level to the check result.

**Sense Magic (Su):** By handling an item, the master scavenger can detect any magical auras in effect on the item, just as if he had cast *detect magic*. The first round reveals the presence of any magical auras, the second the number of auras present and the strength of the strongest aura, and the third the strength of each aura. In place of a Spellcraft check, the master scavenger may make a Search check to determine the school of magic involved (the DC is the same).

**Improvised Tools (Ex):** The master scavenger can attempt Craft, Disable Device, and Open Lock skill checks with no tools without suffering the normal -2 penalty.

**Gnome Respect (Ex):** The master scavenger gains a +2 bonus to Diplomacy and Gather Information checks made with other gnomes, as long as his identity as a master scavenger is known to the gnome(s) in question.

**Knack for Repair (Ex):** Whenever the master scavenger repairs an item, he gains a +4 bonus to the Craft check required. See the Craft skill listing in the *Player's Handbook* for information on repairing items.

**Sharp Eyes (Ex):** The gnome scavenger gains a +2 bonus to Search and Spot checks.

**Improvised Weapons (Ex):** The master scavenger suffers only a -2 penalty (rather than the normal -4) when wielding a weapon that he is not proficient in, as well as when throwing a weapon not meant for throwing.

**Skill Mastery (Ex):** When making a Disable Device, Open Lock, Search, Spot, or Use Rope check, the master scavenger may take 10 even if stress and distractions would normally prevent him from doing so.

**Inflate Value (Su):** When selling an item, the master scavenger can make the item seem more valuable than it actually is. This requires a Bluff check (DC 20); if successful, the master scavenger can sell the item for 25% more than its normal value. This is a mind-affecting ability. (At the DM's option, this check can be opposed by the buyer's Sense Motive check; grant the buyer a +10 circumstance bonus to the check.)

## Planetary Explorer

The planetary explorer represents the pinnacle of bravery: the character whose entire life revolves around investigating new and unfamiliar territory. The planetary explorer revels in discovery, finding glory and self-fulfillment in examining the strange or unusual.

Rangers and, to a lesser extent, druids, have a natural bent toward this class. Bards willing to foray into the wild find their vast knowledge to be of good use in exploration. Barbarians willing to broaden their outlook beyond their tribal territory also make fine planetary explorers. Wizards have the knowledge base, but few choose to give up their spellcasting pursuits. Clerics who become planetary explorers might function as missionaries. Fighters, paladins, and sorcerers tend to make poor explorers, as their focuses don't mesh well with the class's goals and abilities.

Some planetary explorers work as forward scouts, preferring to be the first to see a new land. Others come along after the initial discovery to catalog and examine the territory. A typical planetary explorer might owe allegiance

to a planetary government (particularly common among elves), a particular clan (such as a gnome family), a trading company (such as those owned by halflings), or herself and no one else.

**Hit Die:** d8

## Requirements

To qualify to become a planetary explorer, a character must fulfill all the following criteria.

**Skills:** Knowledge (space) (8 ranks), Knowledge (geography) (8 ranks), Wilderness Lore (6 ranks).

**Special:** Must have visited a planet other than her homeworld.

## Class Skills

The planetary explorer's class skills (and the key ability for each) are Climb (Str), Craft (Int), Decipher Script (Int), Gather Information (Cha), Intuit Direction (Wis), Knowledge (geography), Knowledge (local), Knowledge (nature), Knowledge (space), Profession (Wis), Search (Int), Speak Language, Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill points at each level: 6 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** The planetary explorer gains proficiency with all simple weapons, and with light armor.

**Lore (Ex):** The planetary explorer picks up a wide variety of stories and tall tales on her travels. This is functionally identical to bardic knowledge. The planetary explorer may add her class level and Intelligence modifier to the roll. If the planetary explorer is a bard, her bard and planetary explorer levels stack for the purposes of bardic knowledge.

**Bonus Language (Ex):** The planetary explorer gains one bonus language every even-numbered level.

**Planetary Expertise (Ex):** At first level, and again every three levels thereafter (4th, 7th, 10th), the planetary explorer may designate one planet (including the Chain of Tears) as an area of expertise. The planetary explorer gains a +2 circumstance bonus to the following checks when made on or in reference to that planet: Gather Information, Knowledge (geography), Knowledge (local), Knowledge (nature),

**Table 2: The Planetary Explorer**

| Level | Base Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Lore, planetary expertise |
| 2nd | +1 | +3 | +0 | +3 | Bonus language |
| 3rd | +2 | +3 | +1 | +3 | Environmental resistance |
| 4th | +3 | +4 | +1 | +4 | Bonus language, planetary expertise |
| 5th | +3 | +4 | +1 | +4 | Hear the world |
| 6th | +4 | +5 | +2 | +5 | Bonus language |
| 7th | +5 | +5 | +2 | +5 | Planetary expertise |
| 8th | +6 | +6 | +2 | +6 | Bonus language |
| 9th | +6 | +6 | +3 | +6 | Speak with the stones |
| 10th | +7 | +7 | +3 | +7 | Bonus language, planetary expertise |

Knowledge (space), Wilderness Lore. The planetary explorer can't select the same planet twice.

**Environmental Resistance (Su):** At 3rd level, the planetary explorer gains cold and fire resistance 5.

**Hear the World (Sp):** At 5th level, the planetary explorer may cast *commune with nature* once per week as a druid of her class level. On a planet designated as one of her areas of expertise (see Planetary Expertise, above), her effective level is doubled.

**Speak with the Stones (Sp):** At 9th level, the planetary explorer may cast *stone tell* once per day as a druid of her class level. On a planet designated as one of her areas of expertise (see Planetary Expertise, above), her effective level is doubled.

## Spelljammer Ace

While anyone who can fly a spelljammer is called a pilot, only a rare few earn the title of spelljammer ace. These elite individuals have honed their piloting skills to the point that their ship becomes a mere extension of their body. The spelljammer ace can maneuver even the largest vessels as easily as a normal person walks through a crowded room.

The brash attitude of the spelljammer ace often appeals to the bard or sorcerer, while wizards enjoy the power and respect gained. Some clerics, particularly those dedicated to deities of luck, magic, or travel, become spelljammer aces. Only those rare druids who can see the reach of nature in the void of space become such dedicated pilots. Rogues who dabble in spellcasting often find this class to their liking.

Many spelljammer aces serve as pilots for military forces or merchant houses. Others find themselves on the wrong side of the law, using their abilities for personal gain. Still others hire themselves out as mercenary pilots, working for the highest bidder regardless of ethical or moral concerns.

**Hit Die:** d4

### Requirements

To qualify to become a spelljammer ace, a character must fulfill all the following criteria.

**Skills:** Concentration (8 ranks), Pilot (8 ranks).

**Feats:** Skill Focus (Pilot), Spelljammer Helm Operation.

**Special:** Ability to cast 1st-level spells.

### Class Skills

The spelljammer ace's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Knowledge (space) (Int), Pilot (Dex), and Profession (spacehand) (Wis).

Skill points at each level: 2 + Int modifier.

**Table 3: The Spelljammer Ace**

| Level | Base Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Spelljammer defense | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Piloting mastery | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Extra maneuver (-10) | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Ride the stellar wind (+30 ft.) | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Second chance | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Spelljammer specialization | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Extra maneuver (no penalty) | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Ride the stellar wind (+60 ft.) | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Strengthen the ship | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Spelljammer evasion | +1 level of existing class |

### Class Features

**Weapon and Armor Proficiency:** The spelljammer ace gains no proficiency in weapons or armor.

**Spells per Day:** A spelljammer ace continues training in magic as well as improving his piloting ability. Thus, when a new spelljammer ace level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of spelljammer ace to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**Spelljammer Defense (Ex):** The spelljammer ace may add his class level to the AC of any spelljamming vessel his pilots. This is a dodge bonus, and thus doesn't apply when the character is flat-footed.

**Piloting Mastery (Ex):** At 2nd level, the spelljammer ace may always take 10 on a Pilot check, even when stress and distractions would normally prevent him from doing so.

**Extra Maneuver (Ex):** At 3rd level, the spelljammer ace can attempt a third maneuver requiring a Pilot check each round (rather than the normal limit of two per round). However, he suffers a -10 penalty to the Pilot check made to achieve this third maneuver. At 7th level, the spelljammer ace may attempt the third maneuver with no penalty.

**Ride the Stellar Wind (Su):** A 4th-level spelljammer ace may add 30 ft. to the tactical speed of any spelljamming vessel he pilots. At 8th level, he may add another 30 ft. to the ship's tactical speed.

**Second Chance (Ex):** Once per day, a 5th-level spelljammer ace may reroll any Pilot skill check he has just made. He must decide to reroll the check before its success or failure is announced, and she must use the second roll, regardless of whether it represents an improvement.

**Spelljammer Specialization (Ex):** At 6th level, the spelljammer ace gains the bonus feat of Spelljammer Specialization.

**Strengthen the Ship (Su):** Whenever a ship piloted by a spelljammer ace of 9th-level or higher is forced to make a saving throw, it may use the spelljammer ace's Will save bonus in place of its own save bonus, regardless of the type of save required. The effects of a successful or failed save remain the same.

**Spelljammer Evasion (Ex):** At 10th level, the spelljammer ace may attempt a Pilot skill check to negate any hit inflicted on the spelljammer vessel he pilots. The DC of the check is equal to the attack roll that hit the vessel. If the Pilot check is successful, the vessel suffers no damage from that hit. The spelljammer ace may only use this ability once per round.

## Stellar Corsair

Born from the proud seagoing traditions of the humans of Quelya, the stellar corsair brings the mentality of the privateer to the spacelanes. Whether serving her government, a merchant house, or merely her own greed, the stellar corsair lives each day to the fullest, inspiring her crew with her bravery.

Rogues and fighters make excellent stellar corsairs, and most are drawn from the ranks of those classes. That said, any class can find much to offer from this pursuit. A barbarian might choose this class to become a bloodthirsty pirate. A bard or sorcerer's Charisma lends itself to a fanatically loyal crew. A paladin or monk in the service of a lawful regime becomes a loyal privateer, protecting merchant ships from the predations of buccaneers.

Some stellar corsairs follow the life of a freebooter, pillaging those ships unlucky enough to cross their path. Others lead their crews against the enemies of their masters, whether these enemies be pirate or monster. And some stellar corsairs simply seek a life of adventure, with ill will toward none except those who would cross her.

**Hit Die:** d8

### Requirements

To qualify to become a stellar corsair, a character must fulfill all the following criteria.

**Base Attack Bonus:** +4

**Skills:** Balance (4 ranks), Climb (5 ranks), Profession (spacehand) (2 ranks), Tumble (4 ranks), Use Rope (5 ranks).

**Feats:** Weapon Finesse.

### Class Skills

The stellar corsair's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Knowledge (space) (Int), Move Silently (Dex), Search (Int), Spot (Wis), Tumble (Dex), Use Rope (Dex).

Skill points at each level: 4 + Int modifier.

### Class Features

**Weapon and Armor Proficiency:** The stellar corsair is proficient with the dagger, longsword, rapier, sap, scimitar, and short sword, and with light armor.

**Scale the Rigging (Ex):** A stellar corsair can climb ropes or rope ladders at an accelerated rate without suffering a -5 penalty to Climb checks.

**Gather the Crew (Ex):** The stellar corsair gains a bonus to her Leadership score for the purpose of attracting followers (but not for attracting a cohort). This bonus is +2 at 2nd level and +4 at 7th level.

**Sneak Attack (Ex):** The stellar corsair gains the sneak attack ability (see the rogue section in the *Player's Handbook*) at 3rd level if she does not already have it. She gains +1d6 damage with this attack initially, and this rises by +1d6 per three stellar corsair levels thereafter. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

**Fortune's Smile (Ex):** Once per day, the stellar corsair may reroll any attack, saving throw, ability check, or skill check that she has just made. The stellar corsair must accept the second roll, regardless of whether or not it represents an improvement.

**Uncanny Dodge (Ex):** Starting at 5th level, the character gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 5th level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity bonus to AC if immobilized.) At 8th level, the character can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies others the ability to use flank attacks to sneak attack her. The exception

Table 4: The Stellar Corsair

| Level | Base Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Scale the rigging |
| 2nd | +2 | +0 | +3 | +0 | Gather the crew (+2) |
| 3rd | +3 | +1 | +3 | +1 | Sneak attack +1d6 |
| 4th | +4 | +1 | +4 | +1 | Fortune's smile |
| 5th | +5 | +1 | +4 | +1 | Uncanny dodge (Dex bonus to AC) |
| 6th | +6 | +2 | +5 | +2 | Sneak attack +2d6 |
| 7th | +7 | +2 | +5 | +2 | Inspire the crew, gather the crew (+4) |
| 8th | +8 | +2 | +6 | +2 | Uncanny dodge (can't be flanked) |
| 9th | +9 | +3 | +6 | +3 | Sneak attack +3d6 |
| 10th | +10 | +3 | +7 | +3 | Scourge of the spacelanes |

to this defense is that a rogue at least four levels higher than the character can flank her (and thus sneak attack her).

**Inspire the Crew (Su):** The stellar corsair's stirring words can inspire courage in her allies, much like a bard's song. To be affected, an ally must hear the stellar corsair speak for one round. The effect lasts as long as the stellar corsair speaks and for 5 rounds after the stellar corsair stops speaking (or 5 rounds after the ally can no longer hear the stellar corsair). While speaking in this way, the stellar corsair can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. The stellar corsair can inspire courage a number of times per day equal to her Charisma modifier (minimum once per day). This is a language-dependent, mind-affecting ability.

**Scourge of the Spacelanes (Ex):** By 10th level, the stellar corsair's reputation is so legendary that any enemies fighting her (or her crew, as long as her presence is known) suffer a -2 morale penalty to attacks, damage, and saves vs. fear. In addition, she gains a +4 circumstance bonus to Intimidate checks.

## Storykeeper

First known among the gnomes, the tradition of the storykeeper has spread to other races recent years, particularly the dwarves. Put simply, the storykeeper's role is to maintain the legends and traditions of his people, regardless of any obstacles the culture might encounter over the centuries. But even as they master the art of remembering and telling stories, they also learn the power of the voice over the mind.

Bards make the best storykeepers, as the role is a natural one for them. Wizards have the aptitude for the class, though they sometimes lack the natural flair of the storykeeper. Clerics dedicated to the preservation of community often follow this path. Few other classes have the combination of skills necessary for the role of storykeeper.

Storykeepers are almost always found at the center of their culture, whether that be a tribe, clan, town, or city. They are widely revered by those of their race or culture, making them excellent diplomats or advisors to rulers.

**Hit Die:** d6

## Requirements

To qualify to become a storykeeper, a character must fulfill all the following criteria.

**Skills:** Diplomacy (2 ranks), Gather Information (2 ranks), Knowledge (history) (8 ranks), Knowledge (local) (4 ranks), Perform (5 ranks, must include one of the following: ballad, epic, ode or storytelling).

**Feats:** Skill Focus (Knowledge [history]).

## Class Skills

The storykeeper's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Perform (Cha), and Sense Motive (Wis).

Skill points at each level: 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** The storykeeper gains no proficiency in any weapons or armor.

**Repository of Knowledge (Ex):** The storykeeper may add his class level to any Knowledge checks made in reference to his own culture.

**Inspiring Tales (Su):** By relating an inspiring tale of his culture, the storykeeper can instill courage in those who share his race and/or culture. This functions identically to the bard's ability to inspire courage. The storykeeper may use this ability once per day per class level.

**Soothing Voice (Su):** At third level the storykeeper's voice becomes soothing and restful. This can create any of the following three effects, at the storykeeper's choice. First, the storykeeper can make a Perform check (rather than a Heal check) to provide long-term care to an injured patient. Second, it calms agitated creatures (just as a *calm emotions* spell). Third, it can protect the storykeeper from

**Table 5: The Storykeeper**

| Level | Base Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Repository of knowledge | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Inspiring tales | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Soothing voice | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Hypnotic voice | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Zealous inspiration | +1 level of existing class |

Table 6: New Skills

| Skill | Bbn | Brd | Clr | Drd | Ftr | Mnk | Pal | Rgr | Rog | Sor | Wiz | Untrained | Key Ability |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Knowledge (space) | - | * | - | - | - | - | - | - | - | - | * | No | Int |
| Pilot | - | - | - | - | - | - | - | - | - | - | - | Yes | Dex |

attacking creatures (just as a *sanctuary* spell). Regardless of the effect, the DC to resist is 10 + class level + Cha modifier. Using soothing voice requires a standard action to begin, and the effect lasts as long as the storyteller continues to speak (he can fight, but can't cast spells that require a verbal component or use items that require spell completion or activate via magic word), The storykeeper may use soothing voice as often as desired, but he can't use more than one soothing effect simultaneously. This is a mind-affecting ability.

**Hypnotic Voice (Su):** By fourth level, the storykeeper's power of voice becomes so potent that it can hypnotize listeners. This can affect one creature per class level with a range of 30 feet. The storykeeper must speak for a full round, after which each creature to be affected must make a Will save (DC = 10 + class level + Cha modifier) or be hypnotized (as the *hypnotism* spell). Any creature not engaged in combat suffers a -4 penalty to the saving throw. The effect lasts as long as the storyteller continues to speak (he can fight, but can't cast spells that require a verbal component or use items that require spell completion or activate via magic word), plus two rounds. The storykeeper may use this power a number of times per day equal to his Charisma modifier (minimum once per day). This is a mind-affecting ability.

**Zealous Inspiration (Su):** At fifth level, the storykeeper can inspire near-zealous heroics in his allies. Once per week, the storykeeper can speak for a full hour. Anyone hearing the entire speech gains the effects of a *heroes' feast* (cured of all diseases; healed of 1d4+4 points of damage; immune to poison and magical fear and hopelessness for 12 hours; and gain a +1 morale bonus to attacks for 12 hours). This is a mind-affecting ability.

# Skills

For the most part, skills work identically in *Spelljammer: Shadow of the Spider Moon* as in standard D&D. The notes below indicate changes to existing skills or new skills added to the game.

### Knowledge (local) (Int)

Each time you take ranks in this skill, you must designate the planet to which it applies. For instance, you might have 4 ranks in Knowledge (local: Quelya) and 2 ranks in Knowledge (local: Perianth).

### Knowledge (space) (Int)

This skill represents a body of lore and scientific learning about planetary motions, the void between planets, and the creatures existing in that region.

In addition to those classes noted in Table 6: New Skills as having Knowledge (space) as a class skill, any prestige class that has Knowledge (any) as a class skill also has Knowledge (space) as a class skill. For example, Knowledge (space) is a class skill for loremasters, since all Knowledge skills are class skills for that class.

### Pilot (Dex)

Use this skill to force a spelljamming vessel to achieve greater maneuverability than normal.

**Check:** You can make a spelljaming ship perform a maneuver greater than normally allowed to it with a successful check. The DCs required by various maneuvers are listed in Chapter 2: Space and Spelljamming.

**Retry:** You generally can't retry a maneuver without first suffering whatever ramifications come from failing it in the first place. In some cases, these are minor or insignificant, but some failed checks may have dire consequences.

**Special:** This skill is cross-class for any character who has not selected the Spelljammer Pilot feat (see Feats, below). If you have selected that feat, Pilot is treated as a class skill for all of your classes.

### Profession (Wis)

Added to the list found in the *Player's Handbook* is Profession (spacehand), a character trained in handling shipboard duties.

# Feats

This game uses the concept of Background feats. A Background feat helps describe your character's origin. You may only select a single Background feat for your character, and you may only select a Background feat during character creation.

### Acrobatic

You are very agile.

**Benefit:** You get a +2 bonus on all Jump and Tumble checks.

### Athletic

You have a knack for athletic endeavors.

**Benefit:** You get a +2 bonus on all Climb and Swim checks.

### Ballista Master

You are extremely talented at operating a ballista.

**Prerequisite:** Ballista Training, Profession (siege engineer) or Profession (spacehand) 4+ ranks.

**Benefit:** You gain a +8 bonus to attack rolls made with a ballista.

**Normal:** Without this feat, a ballista attack roll is modified only by range.

### Ballista Specialist

You are skilled at operating a ballista.

**Prerequisite:** Profession (siege engineer) or Profession (spacehand) 4+ ranks.

**Benefit:** You gain a +4 bonus to attack rolls made with a ballista.

**Normal:** Without this feat, a ballista attack roll is modified only by range.

### Born Spacer [Background]

You have an inborn aptitude for spelljamming travel, and aren't shaken easily by strange or frightful sights.

**Benefit:** You gain a +2 bonus to Profession (spacehand) checks, and a +2 bonus to Will saves vs. fear.

**Special:** You may only select this feat during character creation.

### Cannon Master

You are extremely talented at operating a cannon.

**Prerequisite:** Cannon Specialist, Profession (siege engineer) or

Table 7: Feats

| Feat | Type | Prerequisite |
|---|---|---|
| Acrobatic | General | — |
| Athletic | General | — |
| Ballista Specialist | General* | Profession (siege engineer) or Profession (spacehand) 4+ ranks |
| Ballista Master | General* | Ballista Training, profession (siege engineer) or Profession (spacehand) 4+ ranks |
| Born Spacer | Background | — |
| Cannon Specialist | General* | Profession (siege engineer) or Profession (spacehand) 4+ ranks |
| Cannon Master | General* | Cannon Training, profession (siege engineer) or Profession (spacehand) 4+ ranks |
| Craft Spelljammer Helm | Item Creation | Spellcaster level 12th+, Craft Wondrous Item |
| Education | Background | — |
| From The Gutter | Background | — |
| Mysterious Heritage | Background | — |
| No Identity | Background | — |
| Noble Birth | Background | — |
| Spelljammer Helm Operation | General | — |
| Spelljammer Specialization | General | Spelljammer Helm Operation, Pilot 6+ ranks |
| Stealthy | General | — |

*A fighter may select this feat as one of his bonus fighter feats.

Profession (spacehand) 4+ ranks.

**Benefit:** You gain a +8 bonus to attack rolls made with a cannon.

**Normal:** Without this feat, a cannon attack roll is modified only by range.

### Cannon Specialist

You are skilled at operating a cannon.

**Prerequisite:** Profession (siege engineer) or Profession (spacehand) 4+ ranks.

**Benefit:** You gain a +4 bonus to attack rolls made with a cannon.

**Normal:** Without this feat, a cannon attack roll is modified only by range.

### Craft Spelljammer Helm

You can create *spelljammer helms*, which grant motive power to spelljamming vessels.

**Prerequisites:** Spellcaster level 12th+, Craft Wondrous Item.

**Benefit:** You can create any *spelljammer helm* whose prerequisites you meet. Crafting a *spelljammer helm* takes one day for each 1,000 gp in its base price. To craft a *spelljammer helm*, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price. See Chapter 3: Equipment & Magic for descriptions of various *spelljammer helms*, the prerequisites associated with each one, and their prices.

### Education [Background]

Choose a specific Knowledge skill, such as Knowledge (history). Through training and natural aptitude, you have a knack for learning and retaining facts related to that area of knowledge.

**Benefit:** You may treat the selected skill as a class skill for you, regardless of your class.

**Special:** You may only select this feat during character creation.

### Endurance

Note that the +4 bonus granted by this feat applies to saves made to resist the effects of stale or foul air.

### From the Gutter [Background]

You have dragged yourself up from poverty through sheer perseverance, gritty toughness, and occasional thievery.

**Benefit:** You gain a +1 bonus to Will saves, +1 hit point, and a +1 bonus to Pick Pocket skill checks.

**Special:** You may only select this feat during character creation.

### Mysterious Heritage [Background]

Somewhere in your ancestry was a mysterious figure of great power. You have inherited some of that power.

**Benefit:** You gain a +1 bonus to Intimidate checks. Add +1 to the save DC to resist your Enchantment spells.

**Special:** You may only select this feat during character creation.

### No Identity [Background]

You are a living cipher. Thanks to your unremarkable appearance, attitude, and other factors no one knows or well remembers anything about you. Even you don't know anything about your background or ancestry.

**Benefit:** Your unremarkable nature grants you a +2 bonus to Disguise checks, as well as to Hide checks made to blend into a crowd. Gather Information checks made to learn about you suffer a -4 penalty.

**Special:** You may only select this feat during character creation.

### Noble Birth [Background]

You come from noble birth.

**Benefit:** You start with double the normal starting gold for your class (see Chapter 7: Equipment in the *Player's Handbook*). You gain a +1 bonus to all Diplomacy checks.

**Special:** You may only select this feat during character creation.

### Spelljammer Helm Operation

You can operate a standard *spelljammer helm* proficiently.

**Benefit:** The Pilot skill is a class skill for you. This remains true regardless of your class.

**Normal:** Without this feat, Pilot is a cross-class skill.

### Spelljammer Specialization

Choose one type of spelljamming vessel, such as the hammership. You are especially good at piloting that type of ship.

**Prerequisites:** Spelljammer Helm Operation, Pilot 6+ ranks.

**Benefit:** You add +4 to all Pilot checks made when operating the chosen type of ship.

**Special:** You may gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new type of spelljamming vessel.

### Stealthy

You are particularly good at avoiding notice.

**Benefit:** You get a +2 bonus on all Hide and Move Silently checks.

# Chapter Two
# Space and Spelljamming

For generations, sentient races gave little thought to what lay "out there." Each race believed its planet unique among creation, and regarded the starry void as merely a backdrop.

Most believe today that the elves were the first to develop true spelljamming technology—that theirs were the first ships to ply the spaceways. Indeed, Quelyan history still remembers the first meeting between elven scouts and the human/halfling civilization of that watery world. Within a generation, ships had visited every planet in the system, from the barren Ashen to Moradin's Forge, and every race realized that they were not unique among the universe, but interlinked with other races and cultures as never before dreamed.

Today, crews of every civilized race fill the spelljamming vessels flying between worlds. But this intermingling has not brought peace; rather, it has exposed these peoples to new evils beyond imagining.

## Spelljamming Helms

Virtually all spelljamming vessels are powered by a magic item known as a *spelljamming helm*, or simply a *helm* (see Magic Items in Chapter 3). In most cases, a *helm*—which appears much like a large thronelike chair—acts as an "engine" for the ship, as the pilot's control station, and as an atmospheric recycler for the vessel. Without a *helm*, a ship has no ability to move under its own power and can't replenish its air without exposure to an atmosphere. A *major helm* can power a ship of up to Colossal size, while a *minor helm* is sufficient for a ship of up to Huge size.

## Movement

A *helm* grants a spelljamming vessel the ability to fly as its pilot wills. A spelljammer has two speeds: its cruising speed dictates how rapidly it can cover long distances (such as the void between worlds), while its tactical speed indicates how quickly it moves when in the vicinity of other sizeable objects (such as in combat). Tactical speed is covered under Spelljammer Combat, below.

### Cruising Speed

Away from planets and other large objects, a ship moves at what is called cruising speed. The cruising speed of a ship depends on the *helm* propelling it. A *minor helm* allows a ship to travel between adjacent planets in 2d6+2 days, while a *major helm* moves between adjacent planets in 1d6+1 days. (The random element assumes that even adjacent planets may be in different parts of their orbits. In extreme circumstances, you could double or even triple these times.

While in cruising speed, a spelljammer cannot interact with other objects in any way. Effectively, it moves so quickly as to be invisible to other objects. However, a ship may only move at cruising speed if its natural gravity exceeds the influence of the natural gravity of other objects in nearby space (see Natural Gravity, below). A ship moving at cruising speed that comes too close to another object of sufficient size (and thus natural gravity) immediately drops out of cruising speed (see Tactical Speed, below).

### Natural Gravity

Every object exerts a "natural gravity" that attracts other objects to it. In most cases, natural gravity is undetectable (the gravity of planetary bodies far overpower it). But in space, far from planets and other enormous objects, this force can have an effect. A *helm* channels the natural gravity of a spelljammer to allow those aboard it to act as if they were on a planetbound ship.

The value listed on Table 8: Natural Gravity indicates the natural gravity of an object, based on its size. If the object is particularly dense (such as metal or creatures of elemental earth), double the listed value. Conversely, objects of low density (such as creatures of elemental air or fire) have only half the listed value of natural gravity (treat values of less than 1 as 0).

**Table 8: Natural Gravity**

| Object Size | Natural Gravity Value |
|---|---|
| Less than Large | 0 |
| Large/Huge | 1 |
| Gargantuan/Colossal | 2 |
| Awesome | 4 |
| Planetary Body | 32 |

The value of an object's natural gravity lessens with distance, as indicated in

Table 9: Natural Gravity and Distance. At a distance of up to 1,000 feet, the object's natural gravity value is normal. For every doubling of this distance (2,000 feet, 4,000 feet, and so on), the influence of an object's natural gravity is halved (treat values of less than 1 as 0). Thus, within 1,000 feet an Awesome object's natural gravity value is 4, from 1,001 to 2,000 feet it is 2, from 2,001 to 4,000 feet it is 1, and at any distance of greater than 4,000 feet it exerts no gravitational influence. Note that no object exerts any natural gravity at a range of greater than 32,000 feet (approximately 6 miles).

**Table 9: Natural Gravity and Distance**

| Distance To Object | Divide Natural Gravity Value By |
|---|---|
| Up to 1,000 feet | 1 |
| 1,001 to 2,000 feet | 2 |
| 2,001 to 4,000 feet | 4 |
| 4,001 to 8,000 feet | 8 |
| 8,001 to 16,000 feet | 16 |
| 16,001 to 32,000 feet | 32 |
| More than 32,000 feet | n/a |

If the total influence of natural gravity from all nearby objects on an spelljammer is equal to or greater than the spelljammer's natural gravity, the spelljammer can't move at cruising speed, but only at tactical speed.

*Example:* A spelljamming vessel of Awesome size (natural gravity value 4) is surrounded by the following objects: an Awesome floating wreck 1,800 feet away (natural gravity 4, divided by 2 for range, is 2), a Colossal warship 1,200 feet away (natural gravity 2, divided by 2 for range, is 1), and a Large chunk of rocky debris 400 feet away (natural gravity 1, divided by 1 for range, is 1). The total influence of natural gravity on the spelljammer is 4, which equals its own natural gravity. Thus, it may only move at tactical speed, not at cruising speed. If it can increase the distance between it and any of the objects such that the objects' influence of natural gravity lessens enough to make the total less than 4 (for instance, by moving at least another 201 feet from the floating wreck and reducing its natural gravity influence to 1), it can move to cruising speed.

## Air

A *helm* provides sufficient breathable air to sustain all those aboard the ship. As long as the *helm* operates, the air aboard a spelljamming vessel is clean and breathable. A ship with an inoperative *helm*, or one without a *helm*, cannot recycle air used by its crew. In this case, assume that the air of a typical ship with a normal crew complement becomes stale after 1 day and foul after 3 days. Smaller or larger crews use up air at slower or faster rates as appropriate.

The oxygen deprivation of stale air affects mental and physical ability scores. After each 6-hour period a character spends in stale air, he must make a Fortitude save (DC 15, +1 per previous check) or take one point of temporary damage to all ability scores.

The Endurance feat grants a +4 bonus to saving throws made due to stale or foul air.

In foul air, the save must be made every hour, and failure also inflicts 1d6 points of subdual damage. (Characters reduced to unconsciousness take normal damage instead.) Characters who have taken subdual damage from foul air are fatigued (see the *Dungeon Master's Guide*). Subdual damage from foul air cannot be recovered until the character is exposed to fresh air for at least 4 hours—not even magic that restores hit points (such as *cure light wounds*) heals this damage.

Replenishing a ship's air supply requires an active *helm* or exposure to an atmosphere. Each category of air quality upgrade (foul to stale, stale to fresh) requires 4 hours. Some spells (such as *gust of wind*) can accelerate this process at the DM's judgment.

## Crew

In most cases, it's not worth providing statistics for every crew member. Most ship descriptions simply indicate the average crew quality. Apply the modifier listed on Table 10: Spelljammer Crew Quality to all Pilot checks and ship weapon attack rolls.

An untrained crew has no particular skill at operating a spelljamming vessel. For instance, most formian crews are untrained. A skilled crew, such as that populating a typical human ship, represents 1st-level characters (usually experts or warriors) trained in operating a ship and its weapons. An expert crew, common among elven vessels, is composed of 2nd- to 5th-level elite NPCs with extensive training in ship operation.

**Table 10: Spelljammer Crew Quality**

| Crew Quality | Modifier |
|---|---|
| Untrained | +0 |
| Skilled | +4 |
| Expert | +8 |

## Ship Combat

Ship-to-ship combat in the *Spelljammer* setting functions very similarly to normal D&D combat. In essence, the ship acts as the pilot wills, taking actions just as a character. However, ships don't really have attack actions, since ship weapons are operated separately.

You can use a grid for spelljammer combat, just as with character combat.

**Table 11: Spelljammer Sizes**

| Size Category | Modifier | Size | Examples |
|---|---|---|---|
| Awesome | -16 | more than 128 ft. | dreadnaught |
| Colossal | -8 | 64 to 128 ft. | hammership |
| Gargantuan | -4 | 32 to 64 ft. | tradesman |
| Huge | -2 | 16 to 32 ft. | wreckship |
| Large | -1 | 8 to 16 ft. | boreworm |

Each square on the grid is 30 ft. on a side.

## Spelljammer Size

A spelljamming vessel's size affects its capabilities in combat. Size modifiers are listed in Table 11: Spelljammer Sizes. Apply this modifier to the ship's AC and to Pilot checks made to operate the vessel. If you are using crew initiative, apply the modifier to this roll as well (see the Crew Initiative sidebar).

## Tactical Speed

In addition to a ship's cruising speed—the rate at which it travels between worlds—every ship has a tactical speed used in combat situations.

A ship's tactical speed depends on its size category and the type of *helm* powering the ship (*minor* or *major*). See Table 12: Spelljammer Tactical Speeds to determine this value. This value represents the distance (in feet) that a spelljammer can move with a single move action (like a character, a ship can take a double move to move twice this distance in a round).

**Table 12: Spelljammer Tactical Speeds**

| Ship Size | *Minor Helm* | *Major Helm* |
|---|---|---|
| Up to Large | 120 | 180 |
| Huge | 60 | 120 |
| Gargantuan | 30 | 90 |
| Colossal | n/a | 60 |
| Awesome | n/a | 30 |

## Spelljammer Facing

Unlike standard D&D, ships in the *Spelljammer* game have a facing; that is, they have a distinct front, back, and sides. This has a number of effects on combat.

Facing determines the ship's default direction of movement. Unlike a character, a ship can't simply choose to move in any direction it wants—it must move in the direction of its facing unless it turns (see Maneuvers, below).

Facing also determines the direction in which a ship's weapons point. Each weapon has a firing arc that limits the direction in which it can shoot (see Ship Weapons, below).

### Crew Initiative

For ease of play, you may choose to make a single initiative roll (based on the size of the ship) for the entire crew of a ship. Use the modifier given in Table 11: Spelljammer Sizes, and add the pilot's Pilot skill modifier. Characters acting independently of a ship may use their personal initiative modifier instead.

## Maneuvering

Each ship has a maneuverability, from perfect to clumsy, as shown on Table 13: Spelljammer Maneuverability. A ship can execute moves, turns, and other maneuvers as appropriate for its maneuverability with no difficulty (though some maneuvers require the expenditure of speed, which is subtracted from the ship's total movement that round).

To accomplish a maneuver appropriate to a higher maneuverability, the pilot must make a Pilot check. The DC is 20 for one category higher, 30 for two categories higher, 40 for three categories higher, and 50 for four categories higher. Making a Pilot check to accomplish a maneuver is a move-equivalent action. (Note that even a *hasted* pilot can still make only two Pilot checks to accomplish maneuvers in a given turn.)

**Minimum Forward Speed:** If a spelljammer fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it "falls" toward the most powerful source of natural gravity in its vicinity. The falling ship travels 150 ft. in the first round of falling, after which the pilot can arrest the fall with a DC 20 Pilot check. Otherwise, it falls another 300 feet each round (allowing a similar Pilot check each round to recover) until it impacts. If there is no source of natural gravity in the vicinity of the spelljammer, it need not maintain its minimum forward speed.

Table 13: Spelljammer Maneuverability

| | Maneuverability | | | | |
|---|---|---|---|---|---|
| **Maneuver** | **Perfect** | **Good** | **Average** | **Poor** | **Clumsy** |
| Minimum Forward Speed | None | None | Half | Half | Half |
| Hover | Yes | Yes | No | No | No |
| Fly Backward | Yes | Yes | No | No | No |
| Reverse | Free | -30 ft. | — | — | — |
| Turn | Any/0 ft. | 90°/30 ft. | 45°/30 ft. | 45°/30 ft. | 45°/60 ft. |
| Turn in Place | Any/0 ft. | +90°/-30 ft. | +45°/-30 ft. | No | No |
| Maximum Turn | Any | Any | 90° | 45° | 45° |
| Loop | Yes | Yes | No | No | No |
| Up Angle | Any | Any | 60° | 45° | 45° |
| Up Speed | Full | Half | Half | Half | Half |
| Down Angle | Any | Any | Any | 45° | 45° |
| Down Speed | Double | Double | Double | Double | Double |
| Between Down and Up | 0 | 0 | 30 ft. | 60 ft. | 90 ft. |

**Hover:** The ability to stay in one place while airborne. This only applies if there is a source of natural gravity in the vicinity of the spelljammer (any spelljammer can hover if no natural gravity is acting upon it).

**Fly Backward:** A "Yes" entry indicates the ship can fly backward at its normal speed.

**Reverse:** A ship with good maneuverability uses up 5 ft. of speed to start flying backward. A ship with perfect maneuverability can reverse direction of flight without any loss of speed.

**Turn:** This entry indicates how much the ship can turn after covering the stated distance. If the ship doesn't have sufficient speed to make such a turn with a single action, it can't make such a turn.

**Turn in Place:** A ship with good or average maneuverability can spend some of its speed to turn in place. If the ship doesn't have sufficient speed to make such a turn with a single action, it can't make such a turn. A ship with perfect maneuverability can turn in place at no cost of speed.

**Maximum Turn:** This indicates how much the ship can turn in any one space.

**Loop:** A spelljammer with perfect or good maneuverability can perform a vertical loop as its movement, ending its turn in the same space it began and facing in any direction the pilot chooses. This is useful for getting behind a pursuing ship.

**Up Angle*:** The angle at which the ship can climb away from the pull of gravity.

**Up Speed*:** How fast the ship can climb against the pull of gravity (only applies if the source of natural gravity is at least four times the ship's; see Natural Gravity, above).

**Down Angle*:** The angle at which the ship can descend toward the pull of gravity.

**Down Speed*:** A spelljammer can fly "down" toward a source of natural gravity at twice its normal speed (only applies if the source natural gravity is at least four times the ship's; see Natural Gravity, above).

**Between Down & Up*:** A spelljammer with average, poor, or clumsy maneuverability must fly level for a minimum distance after descending and before climbing. Any ship can begin descending after a climb without an intervening distance.

*These maneuvers only apply when the ship is influenced by a source of natural gravity greater than its own, such as a ship within gravity range of a planet or larger vessel.

*Example:* A ship with poor maneuverability cannot turn in place. If the pilot wishes to turn in place, he must make a Pilot check. To turn 45 degrees by spending 30 feet of movement, the DC is 20 (since this can be achieved with average maneuverability, which is one category higher than the ship's). To turn 90 degrees by spending 30 ft. of movement, the DC is 30 (since this requires good maneuverability). To turn in place more than 90 degrees, or without spending any movement, requires a DC 40 Pilot check (since this requires perfect maneuverability).

## Failed Maneuvers

If a pilot fails a Pilot check by 10 or more, he may lose control of the ship. Make another Pilot check using the same DC as the original (failed) check. Failure indicates loss of control—the ship yaws, spins, or even tumbles. Find the number by which the pilot missed this second check on Table 14: Failed Pilot Checks to determine the severity of the outcome and the circumstance penalty applied to all attack rolls and skill checks made aboard the ship until the pilot regains control.

Each round that a ship is out of control, the pilot may try again to regain control, using the same DC as above. Apply the result to Table 14 to determine the current severity of the loss of control.

Any ship that is out of control continues moving in the same direction it was going at the point of the failed maneuver (effectively taking a double move each round) until the pilot regains control or the ship crashes into another object.

Table 14: Failed Pilot Checks

| Check Failed By | Effect | Penalty |
|---|---|---|
| Up to 10 | Minor | -2 |
| 11 to 20 | Major | -4 |
| More than 20 | Extreme | -8 |

## Ramming (and Crashing)

A pilot can intentionally cause a collision between his ship and another by moving into the target's area. The DC of the Pilot check is equal to the AC of the target ship. Ultimately, the only difference between ramming and crashing is one of intent: the effect is largely identical.

A ship—or really, any object—that rams (or crashes into) another ship inflicts damage based on its size, as noted in Table 15: Ramming Damage. Add +1d6 damage per 60 feet of the

ramming vessel's current speed (the distance it would have moved this round if not for the crash). Apply this damage to both objects involved in the ram or crash.

*Example:* A Huge ship (or other object) with a speed of 60 rams into another vessel as part of a double move. Its current speed is effectively 120 (since it would have moved 200 feet as its double move). It thus adds +2d6 to the base damage of 10d6, for a total of 14d6 damage inflicted (and suffered).

Any ship that has a piercing ram or bludgeoning ram takes only half the normal damage when it intentionally rams another ship with that ram. Piercing and bludgeoning rams add +4d6 to the normal damage inflicted.

**Table 15: Ramming Damage**

| Ship Size | Damage Inflicted |
|---|---|
| Awesome | 20d6 |
| Colossal | 16d6 |
| Gargantuan | 12d6 |
| Huge | 8d6 |
| Large | 4d6 |
| Less than Large | 0d6 |

## Attacking

Firing a ship weapon functions much like a standard ranged attack. Note that unless the firing team has the proper feat, firing a ballista or cannon uses only a standard d20 roll, modified only by range (and not by base attack bonus, ability modifiers, or other standard modifiers).

### Weapon Arcs

Most spelljammer weapons are mounted with a specific fire arc: front, aft (back), port (left), or starboard (right). A turret allows a weapon to fire in all arcs, while a half-turret allows a weapon to fire in two adjacent arcs (such as front and port, or aft and starboard). Chapter 3: Equipment and Magic has information on turrets.

### Armor Class

A spelljammer's AC includes its size modifier and a natural armor bonus (generally equal to the hardness of its material). In addition, the pilot of the ship may add his Dexterity modifier (if positive) to the ship's AC whenever it is in tactical speed. Just as normal with a Dexterity bonus to AC, this bonus is lost when the pilot is flat-footed.

A spelljammer ace (see Prestige Classes, above) may also add his class level to the ship's AC.

### Damage

Ships suffer damage much like objects. Every ship has a hardness and a quantity of hull points, which function much like hit points. Whenever damage is inflicted to a spelljammer, first subtract the hardness and then apply the remaining damage to the ship's hull points.

Spelljammer vessels take half damage from ranged weapons (except for siege engines and the like), acid, fire, and lightning. Divide the damage by 2 before applying the ship's hardness. Cold attacks deal only one-quarter damage to spelljammers. Sonic attacks deal full damage to ships. Some ships may be more or less resistant to some attacks due to their construction; this is noted in the ship's description.

A spelljammer reduced to half its total hull points suffers a -2 circumstance penalty to its Pilot checks. A spelljammer reduced to 0 hull points is effectively destroyed.

### Repairing Damage

Repairing lost hull points requires a Craft (shipbuilding) check and one hour of time. The base DC is 10, which restores 1d6 lost hull points. For every 5 additional points above 10, another 1d6 lost hull points are repaired.

A character can perform a rushed repair job, but only on a spelljammer that has suffered extensive damage (in other words, is at less than half its total hull points). A rushed repair requires one round and a Craft (shipbuilding) check. The base DC is 20, which restores 1 lost hull point. For every 10 points above 10, another 1 hull point is restored. You can't use a rushed repair check to bring a ship's hull points above half its normal total.

Each repair check, whether normal or rushed, consumes 10 gp worth of repair supplies. A character with 5 or more ranks in Profession (spacehand) gets a +2 synergy bonus to Craft (shipbuilding) checks made to repair a spelljammer.

## Spelljammer Descriptions

Each spelljamming race has its own unique style of ship, from the graceful vessels of the elves to the ramshackle tugs of the gnomes. On occasion, a ship may find its way into other hands—it's not unusual for a dwarf to captain a tradesman, for instance—but in most cases, spelljamming races tend to be possessive of their vessels.

Along with the description for each ship is a statistics block. What follows is an explanation of that material.

**Helm:** the typical *helm* type used in this type of ship.

**SZ:** the size of the ship.

**Face:** the beam length (or width) by the keel length.

**Crew:** the minimum crew required, and the maximum crew the ship can reliably support. The crew's typical quality is listed in parentheses, along with the modifier this applies to attack rolls and Pilot checks.

**Mtl:** the primary material used in the construction of the hull. The value in parentheses is the hardness of the hull; subtract this from any damage inflicted to the ship.

**hp**: the ship's hull points. Remember that spelljammers (like all objects) take only half damage from ranged weapons (except for siege weapons and ship weapons, which inflict normal damage), and from acid, fire, and lightning. Cold attacks deal one-quarter damage. Sonic attacks deal full normal damage.

**Init:** the normal initiative score for the ship. This includes the typical crew initiative for a ship of that size, and the typical Pilot skill modifier. Modify as appropriate for a different pilot. If you wish to generate a "standard" crew, add the modifier from Table 10: Spelljammer Crew Quality.

**Spd:** the ship's speed in feet, plus its maneuverability class in parentheses.

**AC:** the ship's Armor Class. This assumes that the pilot has no Dexterity bonus. A ship's armor class only applies when it is in motion. A stationary ship (such as one that has docked or is drifting aimlessly) is treated an inanimate object.

**Arm:** the ship's armament. A parenthetical listing with each entry denotes the weapon's arc of fire: (f)ore, (p)ort, (s)tarboard, (a)ft. Multiple listings indicate turreted weapons. Each weapon's damage is in parentheses.

**SA:** any special attack forms the ship may have;

**SQ:** any special qualities the ship may have;

**LC:** the ship's landing capability, if any;

**Cargo:** the ship's cargo capacity, in tons.

# Human Ships

Ships built and crewed by humans tend to have characteristics associated with the aquatic creatures of Quelya. Since water landings are *de rigeur* for such vessels, all are built to travel via the oceans as effectively as through space. They also tend to be bulkier than other vessels, with expanded cargo space the norm.

## Elf Ships

Elf ships are as much grown as they are crafted. The wingsails are actually enormous leaves, harvested from carefully tended (and well-guarded) arboretums and grafted onto the hulls of the ships. Even after this grafting, the wingsails continue to grow, ever so slowly, and thus must be pruned and tended throughout the life of the vessel.

It should come as no surprise, then, that elves view their spelljammers as works of art. Every inch of these handcrafted vessels is painstakingly carved, sanded, and polished until it shimmers in the light. The loss of an elven ship is treated like the death of a close friend, and outsiders viewing such mourning who ask "So who died?" typically receive only a cold glare in return.

The ships' living nature also extends each vessel's natural supply of air. Even without the *helm* active, the air aboard an elf vessel lasts twice as long as normal before growing stale.

Unfortunately, the artistic niceties also reduce the available cargo space of elven ships. Thus, many elven merchants have taken to using human vessels.

## Gnome Ships

Though not a true spelljamming race, gnomes nonetheless have a style of spelljamming vessel all their own. Of course, some might dub it a "lack of style" instead, but in their own inimitable fashion, the gnomes make do with what they have.

Every gnome ship is unique, for they are built from whatever pieces, parts, and leftover bits the gnomes can scavenge. A "typical" gnome vessel—if such a thing can even exist—might have a mast from a tradesman, a hull constructed from old buildings, a rudder fashioned from scrap metal, and whatever weaponry the gnomes could beg, borrow, or steal.

Because of this unique nature, no two gnome vessels have exactly the same statistics, though the information here provides a good baseline. Due to the inherent difficulty of keeping such a ship in one piece, most gnome vessels are relatively small—nothing like a gnome warship has ever been seriously imagined, much less built.

Despite their ugly appearance, though, the gnomes look fondly upon their vessels, much like a human might look upon a trusted pet. A gnome's ship is his friend, his toolbox, and his salvation all rolled into one. While the captain of a gnome vessel might laugh along as you mock his craft, he's quietly looking at yours for the next addition to his beloved ship.

## Drow Ships

Until recently, the very concept of drow spelljammers was a misnomer. Thanks to their imprisonment on the Spider Moon, a centuries-long embargo against trade placed by the elves of Perianth, and no lack of diligence on the part of the elves, the dark elf presence in space has been nonexistent for as long as any living creature can remember.

But that has changed. No longer are the drow trapped on their barren planetoid. Thanks to an unholy bargain with the illithids, the dark elves once again ply the spacelanes, and with a fury never before seen.

Drow ships are all constructed along similar lines, their appearance giving clear signal as to their origin. From the relatively tiny spinneret to the ponderous great mother, these vessels are designed to instill terror into the enemies of the dark elves, and to state clearly and with no mistake that the drow have returned.

## Formian Ships

Much like their chief enemy, the gnomes, the ships of the formians are marked more by a lack of style than an actual style. For the formians do not craft their vessels so much as *inhabit* them.

Formian spelljammers are nothing more than enormous rocks—meteors, asteroids, or other cosmic rubble—honeycombed with tunnels leading to a central cavern. From this central point, a formian queen controls the movement of the ship, tapping into the hivemind of her minions (at least 40 are needed) to provide motive power and maneuverability. The statistics provided here are only an average sample of a formian vessel, though few vary much from these numbers.

Unsurprisingly, these vessels (dubbed stoneships by the gnomes, a name that's stuck ever since) are remarkably clumsy, maneuvering poorly even for their size. In most cases, this is countered by their unceasing pursuit of whatever goal lies before them, whether that be the destruction of outsiders or the invasion of a new world.

The stoneship's incredible density means that it has a natural gravity of 8, double the normal natural gravity for an object of its size.

**Formian Stoneship:** Helm: hivemind; SZ: Awesome; Face: 90 ft. by 180 ft; Crew: 40/240 (unskilled/+0); Mtl: stone (8); hp: 800; Init: -16; Spd: 30 (clumsy); AC: 2 (-16 size, +8 natural); Arm: None; SA: bludgeoning ram; SQ: increased natural gravity; LC: Land; Cargo: 16.

## Illithid Ships

The spelljamming vessels piloted by the mind flayers look like nothing before seen in the system. Strangely alien in design, the very appearance of one of these ships can set an onlookers' teeth on edge. Those few who have had the luck to view an illithid vessel for an extended period of time report feelings approaching nausea, though no explanation for this has ever been presented.

Most believe that the illithid ships seen to date represent only a small fraction of the variety created by the mind flayers. Perhaps these were the only ships thought needed for the illithid invasion—or perhaps more and stranger vessels are on their way.

These ships' water landing capability has suggested to some that, assuming they are indeed common vessels among the illithids, their home world might also be largely aquatic.

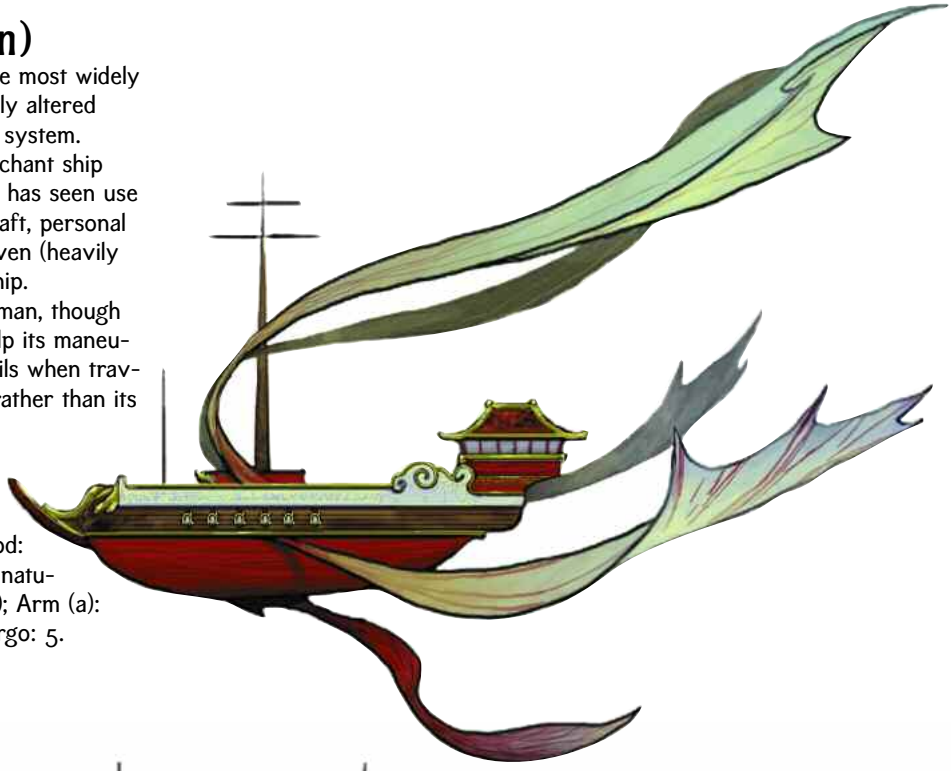
Note that the number of illithids aboard a typical mind flayer ship is only about 25 to 50% of the total crew complement. The remaining crew is made up of grimlocks, half-orcs, and other enslaved soldiers.

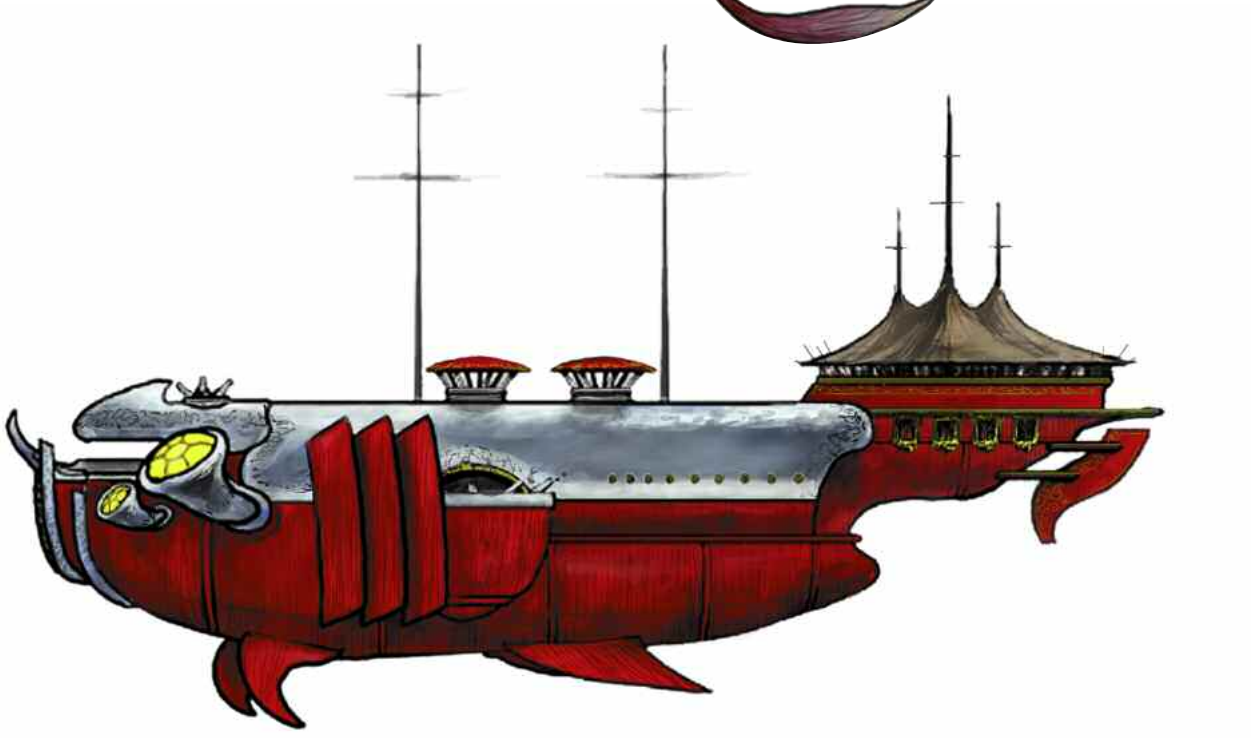
## Tradesman (Human)

The tradesman is undoubtedly the most widely produced, widely used, and widely altered spelljamming vessel in the entire system. Originally crafted as a small merchant ship (hence the name), the tradesman has seen use as a scouting vessel, pleasure craft, personal transport for the wealthy, and even (heavily modified) as a short-range warship.

The trailing fins of the tradesman, though appearing merely decorative, help its maneuverability in flight. It raises its sails when traveling by water, relying on wind rather than its helm for propulsion.

**Tradesman:** Helm: *minor*; SZ: Gargantuan; Face: 30 ft. by 60 ft.; Crew: 4/12 (trained/+4); Mtl: wood (5); hp: 50; Init: -4; Spd: 30 (average); AC: 11 (-4 size, +5 natural); Arm (f): heavy ballista (5d6); Arm (a): light ballista (3d6); LC: water; Cargo: 5.





## Hammership (Human)

When it came time for the humans of Quelya to develop a warship, many designs were tested. Ultimately, the hammership's combination of a protected main deck, weapon ports, and ramming power made it the favored style, though other vessels of this size and varying capabilities exist.

Today, hammerships see a variety of uses, from accompanying groups of tradesman between worlds to patrolling the seas of Quelya. Though ungainly in appearance (don't even think about asking an elf what he thinks of the design), the hammership's sturdy effectiveness maintains its popularity among those races that favor function over form.

**Hammership:** Helm: *major*; SZ: Colossal; Face: 30 ft. by 120 ft.; Crew: 12/30 (trained/+4); Mtl: reinforced wood (6); hp: 200; Init: -8; Spd: 60 (poor); AC: 8 (-8 size, +6 natural); Arm (f/p): heavy cannon (8d6); Arm (f/s): heavy cannon (8d6); Arm (p/a): two light cannons (damage); Arm (s/a): two light cannons (damage); SA: bludgeoning ram; LC: water; Cargo: 10.

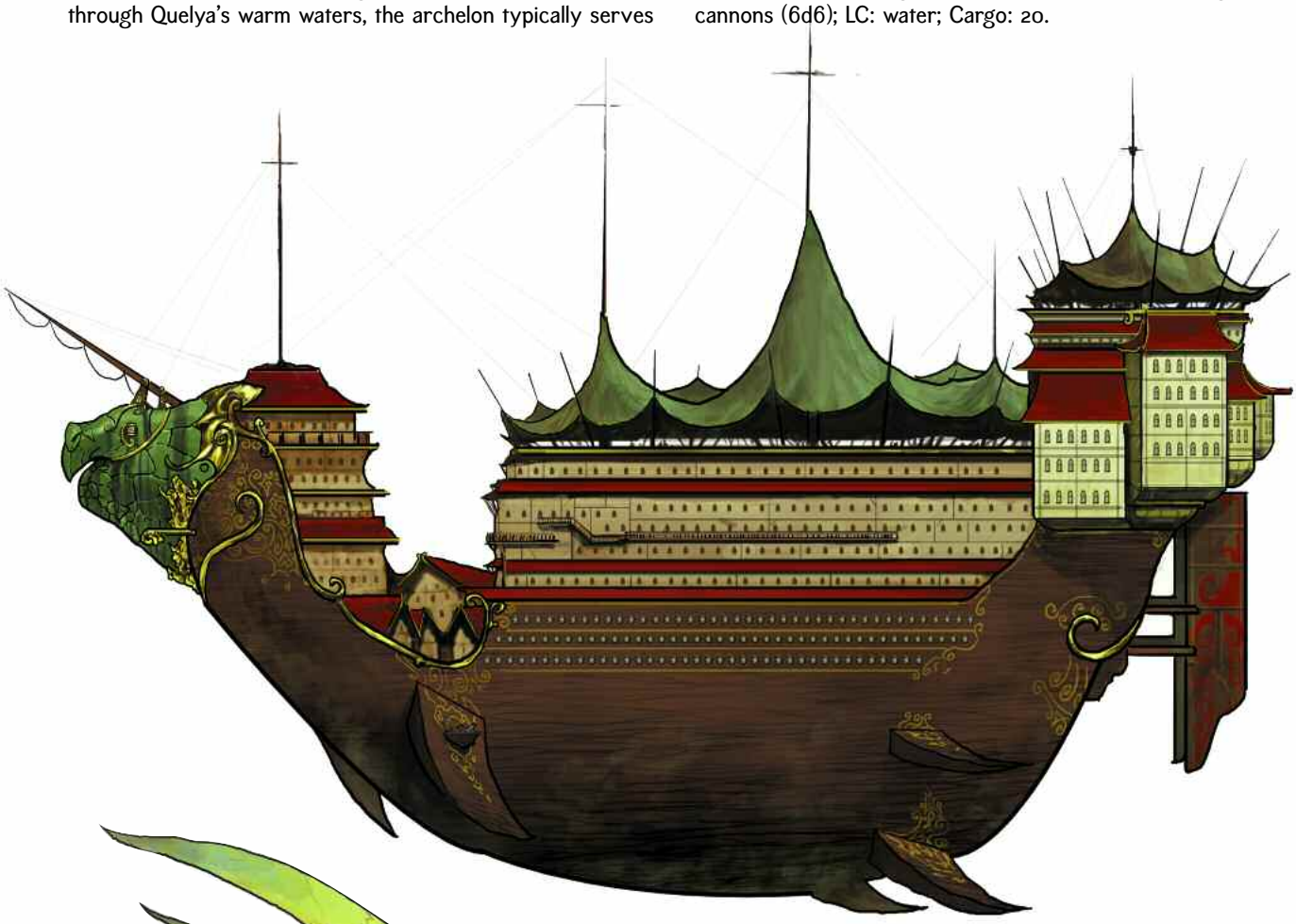
## Archelon (Human)

The archelon is the standard human capital-class ship. The first elf who viewed the enormous craft is said to have fainted dead away, aghast at the lack of style or beauty.

Time has proven the archelon's worthiness, however. Though only a handful of these titanic vessels have ever been constructed, every one of those is reported to still be in fine shape and fully functional.

Loosely modeled after the great sea turtles that swim through Quelya's warm waters, the archelon typically serves as a battleship, leading groups of hammerships and tradesman through space to their destination. Stories of a lone archelon dedicated purely to scientific exploration of the worlds, while popular among starfarers, remain unproven.

**Archelon:** Helm: *major*; SZ: Awesome; Face: 30 ft. by 240 ft.; Crew: 20/80 (trained/+4); Mtl: reinforced wood (6); hp: 500; Init: -16; Spd: 30 (clumsy); AC: 0 (-16 size, +6 natural); Arm (f/p): heavy cannon (8d6); Arm (f/s): heavy cannon (8d6); Arm (f): two heavy cannons (8d6); Arm (p): light cannon (6d6); Arm (s): light cannon (6d6); Arm (a): two light cannons (6d6); LC: water; Cargo: 20.



## Warbird (Elf)

Despite being works of art, even the smallest elven ship is also crafted for battle. The warbird is no exception. First developed as a scout/fighter ship, the graceful and speedy warbird also occasionally sees use as a diplomatic vessel or merchant ship.

Though members of other races occasionally salvage and repair a damaged warbird, elves will not sell them to nonelven crews, and will fire upon warbirds they know to be crewed by other races.

**Warbird:** Helm: *major*; SZ: Gargantuan; Face: 60 ft. (including wingsails) by 60 ft.; Crew: 4/12 (trained/+4); Mtl: ironwood (10); hp: 40; Init: -4; Spd: 90 (good); AC: 16 (-4 size, +10 natural); Arm (f/p): light ballista (3d6); Arm (f/s): light ballista (3d6); SQ: extended air; LC: none; Cargo: 2.

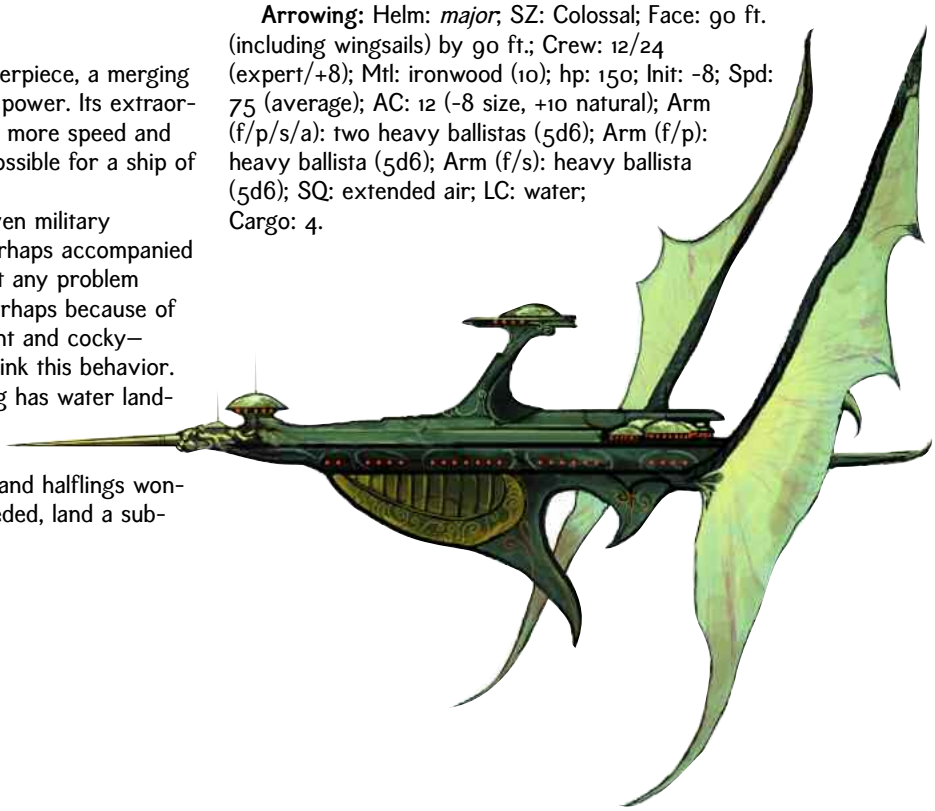
## Arrowing (Elf)

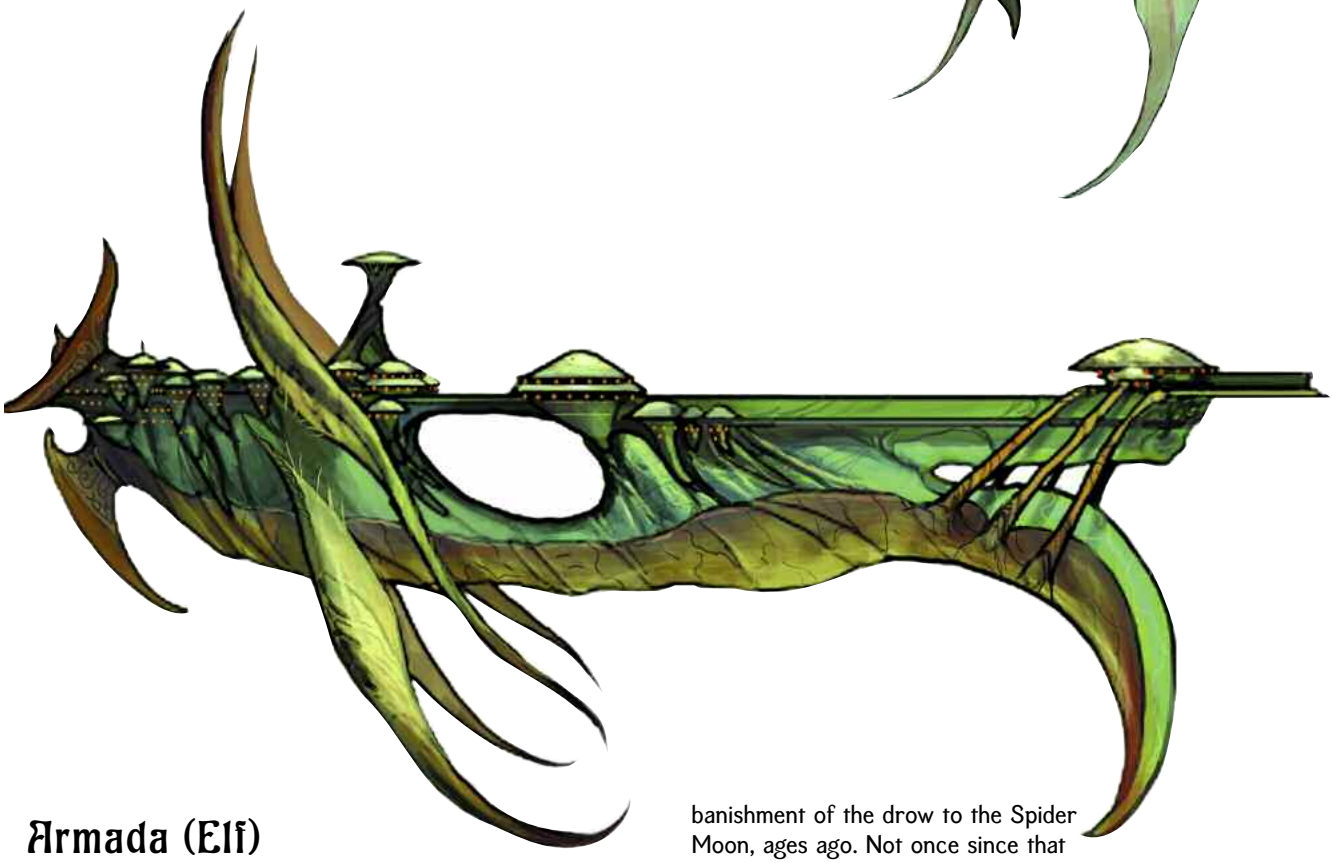
The arrowing (AIR-oh-wing) is a true masterpiece, a merging of sleek beauty, elegant grace, and deadly power. Its extraordinary design allows it to eke out just a bit more speed and maneuverability than would normally be possible for a ship of its size.

The arrowing represents the typical elven military response to trouble. A single arrowing, perhaps accompanied by a few warbirds, can take care of almost any problem imaginable (short of a full fleet assault). Perhaps because of this, many arrowing captains grow arrogant and cocky—though few experience any reason to rethink this behavior.

Unlike other elven vessels, the arrowing has water landing capability. The elves claim this is to facilitate repairs in the lakes common to Perianth, though some suspicious humans and halflings wonder if it might be so the elves could, if needed, land a substantial military force on Quelya.

**Arrowing:** Helm: *major*; SZ: Colossal; Face: 90 ft. (including wingsails) by 90 ft.; Crew: 12/24 (expert/+8); Mtl: ironwood (10); hp: 150; Init: -8; Spd: 75 (average); AC: 12 (-8 size, +10 natural); Arm (f/p/s/a): two heavy ballistas (5d6); Arm (f/p): heavy ballista (5d6); Arm (f/s): heavy ballista (5d6); SQ: extended air; LC: water; Cargo: 4.





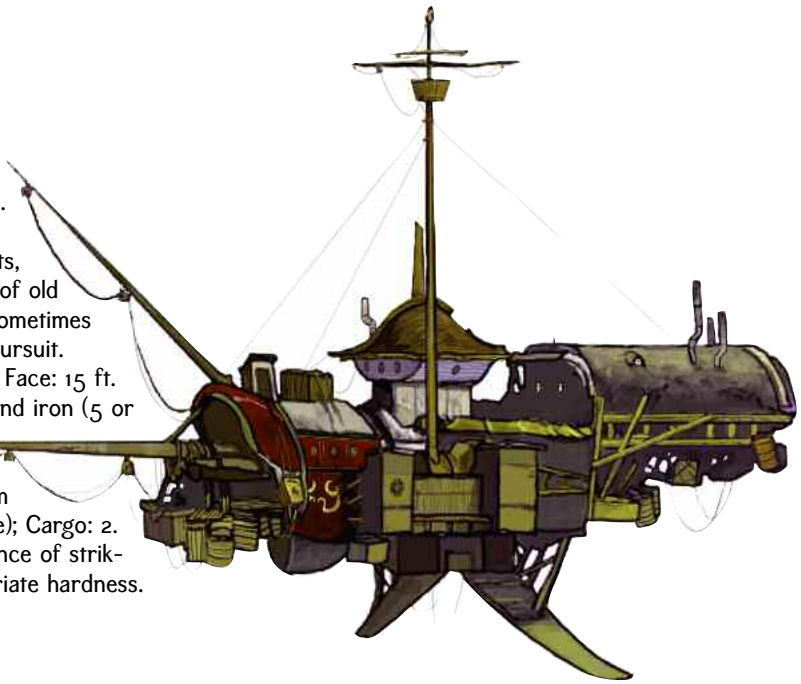
## Armada (Elf)

Generally regarded as the crowning achievement in stellar warfare, the elven armada serves as battleship, carrier, and troop transport all rolled into one. In addition to its crew, it can hold up to 40 soldiers and eight warbirds (with wingsails furled). Truly, even the sight of an elven armada is often enough to turn the tide of battle—few captains are foolhardy enough to stand against one.

In recent years, such encounters have been few and far between. Most elven armadas stay close to Perianth, protecting the elven homeworld from threats real or imagined. In fact, the last large-scale use of the armada ships was the banishment of the drow to the Spider Moon, ages ago. Not once since that day has such a collection of spelljamming power been seen in sky or space, and not a single elf wishes to witness such a day again.

**Armada:** Helm: *major*; SZ: Awesome; Face: 120 ft. (including wingsails) by 180 ft.; Crew: 30/60 (expert/+4), plus 40 troops; Mtl: ironwood (10); hp: 400; Init: -16; Spd: 30 (poor); AC: 4 (-16 size, +10 natural); Arm (f/p/s/a): two heavy ballistas (5d6); Arm (p/a): heavy ballista (5d6); Arm (s/a): heavy ballista (5d6); Arm (f): two heavy ballistas (5d6); Arm (p): two heavy ballistas (5d6); Arm (s): two heavy ballistas (5d6); SQ: extended air; LC: none; Cargo: 8.

## Wreckship (Gnome)



No two gnome ships are exactly alike, but the statistics below can be used to represent a generic example of gnome shipcraft in a pinch. Looking like nothing so much as a cobbled-together mass of trash and discarded ship parts, wreckships blend in easily among the remains of old battles and spelljammer graveyards. Gnomes sometimes seek such locales when trying to shake off a pursuit.

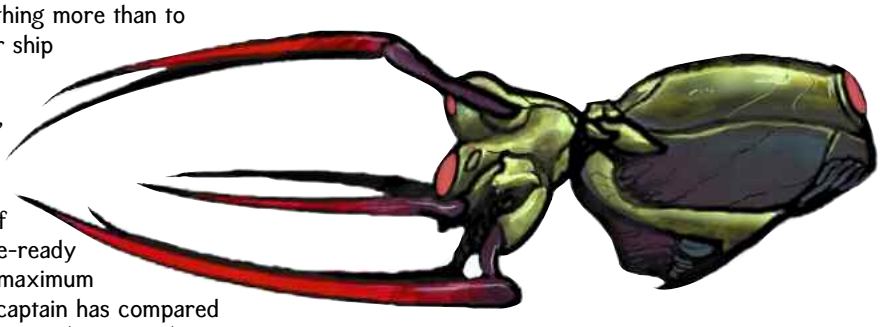
**Gnome Wreckship:** Helm: *minor*; SZ: Huge; Face: 15 ft. by 30 ft.; Crew: 4/12 (trained/+4); Mtl: wood and iron (5 or 10*); hp: 10d6 (average 35); Init: -2; Spd: 60 (poor); AC: 13 (-2 size, +5 natural); Arm (f/p/s/a): light ballista (3d6); Arm (f): light cannon (6d6); LC: varies (usually none); Cargo: 2.

*Any hit on a gnome ship has an equal chance of striking a wood or iron surface. Apply the appropriate hardness.

## Spinneret (Drow)

At first glance, most spelljamming captains wouldn't see such a small vessel as a threat. The spinneret has no visible weaponry, and even a full-speed (and suicidal) ramming attack would seem only moderately dangerous.

But those captains would be wrong. For when one spinneret is seen, chances are that many more are near. And it isn't the ship itself that one should fear, but its crew: crack drow warriors and wizards, wanting nothing more than to overrun their enemies and destroy their ship from within.



The spinneret is designed almost entirely as a boarding vessel. The "legs" that extend from its front are hinged, allowing the ship to grip a larger target and hold on. Once attached, the front of the spinneret opens, disgorging its battle-ready crew, all of whom are trained to inflict maximum damage. More than one knowledgeable captain has compared the spinneret's attack to the illithid boreworm (see below), and it seems likely that the dark elves have mimicked this effective technique.

**Spinneret:** Helm: *minor lifejammer*; SZ: Huge; Face: 10 ft. by 20 ft.; Crew: 1/8 (trained/+4); Mtl: magically treated ceramic (6); hp: 35; Init: -2; Spd: 60 (good); AC: 14 (-2 size, +6 natural); Arm: none; SA: grappling; LC: None; Cargo: 2.

# Deathspider (Drow)

Among the drow ships, the deathspider is the one most commonly encountered. Most deathspiders serve as raiding vessels, though if the drow built a fleet, it would serve as a fine warship.

The long forelimbs of the deathspider function as a deadly piercing ram, skewering smaller vessels with impunity. Once it has crippled its prey, the deathspider's crew board the enemy ship and dispatch or capture its crew, at their whim.

**Deathspider:** Helm: *major lifejammer*; SZ: Colossal; Face: 30 ft. by 120 ft.; Crew: 8/40 (trained/+4); Mtl: magically treated ceramic (6); hp: 180; Init: -8; Spd: 60 (poor); AC: 8 (-8 size, +6 natural); Arm (f): heavy cannon (8d6), two light cannons (6d6); Arm (a): heavy cannon (8d6); SA: piercing ram; LC: None; Cargo: 8.

# Great Mother (Drow)

Though not the equal of the elven armada, the drow great mother ship is nonetheless a terrifying foe. In addition to her weapons, the spellcasters no doubt on board, and the many soldiers, most great mothers bring along anywhere from a half-dozen to a dozen spinnerets, clinging to her underbelly like a great egg sac ready to burst.

After the great mother has disabled an enemy ship, it approaches and uses its forelimbs as bridgeways, allowing drow troops to flood the decks of the crippled target.

**Great Mother:** Helm: *major lifejammer*; SZ: Awesome; Face: 60 ft. by 240 ft.; Crew: 20/60 (trained/+4); Mtl: magically treated ceramic (6); hp: 500; Init: -16; Spd: 30 (clumsy); AC: 0 (-16 size, +6 natural); Arm (f/p/s/a): two heavy cannons (8d6); Arm (f): two heavy cannons (8d6); Arm (p): two light cannons (6d6); Arm (s): two light cannons (6d6); SA: grappling; LC: None; Cargo: 16.

# Boreworm (Illithid)

As the illithids have never seen fit to tell others what (if anything) they call their ships, their crafts' names come from those who have encountered them. In this case, the name comes from the human explorer and corsair Starlin Kress, who likened the vessels to the parasitic worms that plagued ships from his home planet.

The boreworm's mode of attack is simple: Ram into an enemy vessel at full speed, then disgorge its mind flayer pilot and any crew into the target ship via a front-mounted hatchway. Thanks to the illithid's mind blasts, the enemy crew is usually defeated in short order. As a result of this simplicity, most boreworm "pilots" don't have any particular talent in spelljamming.

The boreworm is also fully submersible to a depth of 1000 feet below the surface, though it has no airlock or similar equipment to prevent flooding.

**Boreworm:** Helm: *minor lifejammer*; SZ: Large; Face: 5 ft. by 15 ft.; Crew: 1/3 (unskilled/+0); Mtl: magically treated ceramic (6); hp: 30; Init: -2; Spd: 60 (good); AC: 15 (-1 size, +6 natural); Atk: None; SA: bludgeoning ram; SQ: Submersible; LC: Land or water; Cargo: 1/2.

# Nautiloid (Illithid)

Named by the humans for its resemblance to a large mollusk, the nautiloid is most often used as a ship of war. Its enormous forward ram is devastating to most targets, it bristles with armored weapon ports, and most carry a dozen or more grimlock troops for mop-up duty.

**Nautiloid:** Helm: major *lifejammer*; SZ: Colossal; Face: 30 ft. by 120 ft.; Crew: 10/30 (trained/+4); Mtl: magically treated ceramic (6); hp: 250; Init: -8; Spd: 60 (poor); AC: 8 (-8 size, +6 natural); Arm (f): two heavy ballistas (5d6); Arm (p): two light ballistas (3d6); Arm (s): two light ballistas (3d6); SA: piercing ram; LC: Water; Cargo: 8.

## Dreadnaught (Illithid)

This vessel was named by the first elven captain to encounter one, though she did not survive the battle. Since that time, the number of verified appearances by an illithid dreadnaught is in the single digits, leading many to believe (or hope) that only a very few of these ships even exist.

If that hope is true, it is indeed a boon to the friendly races of the system, for the dreadnaught is a terror unlike any other in the skies. Its weaponry is unmatched, the single-mindedness of its pilots is legendary, and it possesses a capability undreamed of to most captains: the dreadnaught can actually grapple another vessel.

The four great tentacles sprouting from the ship's bow can wrap themselves around a target of up to the dreadnaught's size, virtually immobilizing the vessel. It then spews forth an acrid crimson fog that stuns all who breathe it in (DC 18 Fort save to avoid being stunned for 2d6 rounds). Once neutralized, the enemy ship is boarded by a horde of grimlocks and a handful of illithid masters, who make short work of any left conscious.

**Dreadnaught:** Helm: *major lifejammer*; SZ: Awesome; Face: 60 ft. by 180 ft., plus 60 ft. tentacles; Crew: 30/120 (trained/+4); Mtl: magically treated ceramic (6); hp: 600; Init: -16; Spd: 30 (poor); AC: 0 (-16 size, +6 natural); Arm (f/p/s/a): 2 heavy ballistas (5d6); Arm (f): 4 heavy ballistas (5d6); Arm (p): 2 heavy ballistas (5d6); Arm (s): 2 heavy ballistas (5d6); SA: grappling; LC: water; Cargo: 16.

# Special Ship Attacks

## Webshot

One of the nastier inventions of the drow is *webshot*, a magical enhancement given to projectiles such as ballista bolts. When a *webshot* projectile strikes its target, in addition to inflicting normal damage it erupts in a spray of sticky webbing (the equivalent of a *web* spell centered on the projectile).

A single well-placed *webshot* can greatly reduce an enemy ship's capability, particularly since most captains are loathe to voluntarily start fires on their vessels. Covered-deck ships, such as the hammership, are far less vulnerable to this attack, though such a weapon might still reduce maneuverability by a full grade by gumming up sails, rudders, and the like, at the DM's option.

*Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *web*; *Market Price:* as +2 weapon.

## Spelljammer Grappling

Both the drow spinneret and the illithid dreadnaught are capable of latching onto an enemy ship and holding on. In both cases, this works similarly to a ramming attempt: a Pilot check against the target ship's AC. If successful, the grappling ship has attached itself to the target (in the case of the spinneret) or wrapped its tentacles around the target (in the case of the dreadnaught).

Ships engaged in a grapple (whether the attacker or defender) may lose maneuverability or even the ability to move at all. The smaller of the two ships in a grapple loses its ability to move entirely (except to escape the grapple, see below). The larger of the ships loses one category of maneuverability, but only if the smaller ship is one or two size categories smaller than it (ships three or more size categories smaller than the other have no effect on maneuverability). If this reduces the ship's maneuverability below clumsy, it is incapable of movement while in the grapple.

In the case of the spinneret, multiple spinnerets may attempt to grapple the same ship. If two spinnerets grapple the same vessel, treat them as a single Huge ship for the purposes of determining which ship can move. Four spinnerets are the equal of a Colossal ship, and eight spinnerets equal an Awesome ship. Sufficient spinnerets working in concert can actually "control" a ship much larger than any of them singly.

Once a ship has been grappled, it can free itself by winning an opposed Pilot check against the pilot of the grappling ship. A ship designed to grapple enemy vessels gains a +4 bonus to this check. The pilot of the attacking ship can release the grapple as a standard action.

# Chapter Three
# Equipment and Magic

This chapter covers various additions and changes to the normal array of equipment and magic found in a D&D game.

## Weapons

Firearms are the most significant addition to standard D&D weaponry found in a *Spelljammer* campaign. Most are powered by gunpowder, which was first invented by gnomes, and their popularity has spread across much of the system. Two notable exceptions are the elves, who prefer the elegance of the bow, and the dwarves, who are wary of anything that might threaten the limited air supply of their natural cavern homes.

Each type of firearm requires a separate Exotic Weapon Proficiency feat.

Masterwork firearms can be created for an additional 300 gp. A firearm can accept any of the magical enhancements appropriate to crossbows.

Masterwork bullets can be created at an additional cost of 300 gp per 50 bullets. Bullets can accept any of the magical enhancements appropriate to bolts.

### Weapon Descriptions

**Ballista:** Basically a very large crossbow, the ballista fires a spear-like bolt using a straight 1d20 roll with no modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions for its crew.

**Bullet:** These large, round, lead pellets are sold in bags of 10.

**Cannon:** Like the ballista, the cannon fires with a 1d20 roll unmodified by anything except range. Each shot uses 16 ounces (one lb.) of gunpowder. Loading and firing a cannon is 3 full-round actions for its crew.

**Cutlass or Small Cutlass:** This lightweight, curved sword is similar to a scimitar but includes a basket hilt that can be used for punching attacks as a gauntlet. A character with multiple attacks may use the cutlass's normal slashing attack and its punching attack interchangeably. It is popular among human and halfling sailors and spacefarers alike. The Small cutlass is used by halflings and other Small wielders.

You can use the Weapon Finesse feat (see the *Player's Handbook*) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a cutlass.

**Flamegun:** This pistol-sized weapon shoots a thin stream of alchemist's fire that ignites as soon as it hits air. It requires only a touch attack to hit a target. It deals no splash damage, but any target struck must make a Reflex save (DC 15) or catch fire, suffering an additional 1d6 points of fire damage each round until he can extinguish the flames.

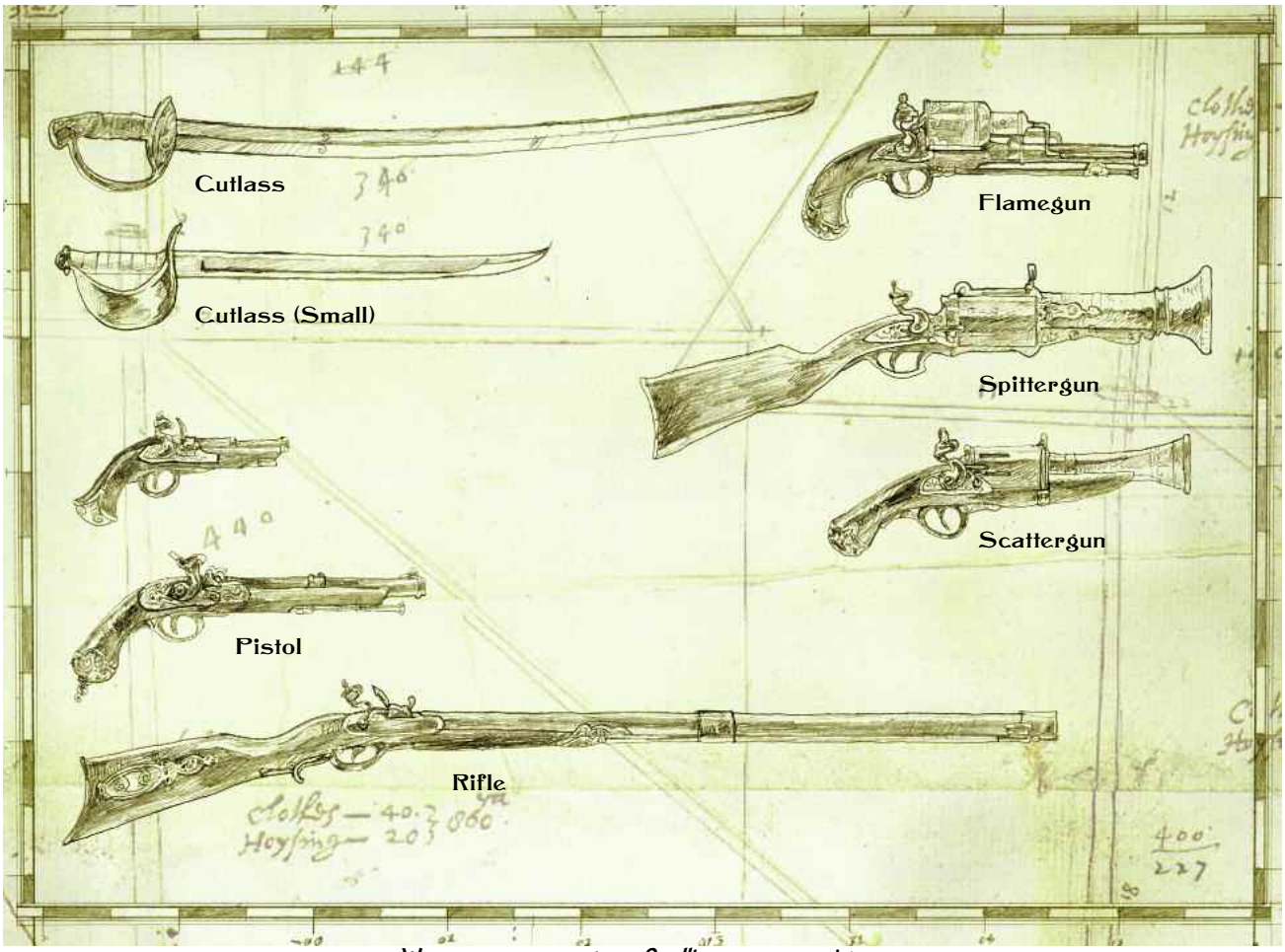
A flamegun is supplied by a five-shot fuel pack. As long as fuel remains, you can shoot the flamegun according to your normal number of attacks without reloading. Replacing a spent fuel pack with a fresh one requires a standard action.

**Fuel Pack:** A flamegun fuel pack holds enough alchemist's fire for five shots. If broken open, treat it as a flask of alchemist's fire.

**Pistol:** The pistol holds a single bullet and requires a standard action to reload.

**Rifle:** The rifle holds a single bullet and requires a standard action to reload.

**Firearms are the most significant addition to standard D&D weaponry in a *Spelljammer* campaign.**




**Weapons common to a *Spelljammer* campaign.**

**Scattergun:** The scattergun fires a spray of shrapnel in a 15-foot cone from the firing character. Make an attack roll against each target in the area, applying a penalty as appropriate.

A scattergun holds five shells at a time but must be cocked between shots (a move-equivalent action). Reloading up to two shells is a standard action. Reloading more shells than that (up to all five) is a full-round action.

| Range to Target | Attack Penalty | Damage |
|---|---|---|
| Up to 5 feet | — | 3d6 |
| 6 to 10 feet | -2 | 2d6 |
| 11 to 15 feet | -4 | 1d6 |

**Scattergun Shell:** This metal tube is packed with tiny metal pellets. It includes a gunpowder charge, so you don't need any additional powder to fire the weapon.

**Spittergun:** The rifle-sized spittergun holds six bullets. While it holds bullets, you can shoot the spittergun according to your normal number of attacks without reloading. Reloading a full clip of six bullets is a full-round action that provokes attacks of opportunity.

**Turret:** While not actually a weapon, a turret or half-turret can be installed on a ship along with a weapon to increase its firing arc. See Chapter 2: Space and Spelljamming.

## Equipment

This section describes some of the goods and services unique to a *Spelljammer* campaign.

**Airsuit:** This full-body covering protects its wearer from the airless void of space. The airsuit provides no armor protection, but an alchemical filter (sold separately) attached to it recycles the wearer's breath, allowing him or her to survive for up to 12 hours with no other air than that brought along inside the suit (after which the filter must be replaced). If the suit is breached (hardness 1, hp 5), it becomes useless. An airsuit inflicts a -2 armor check penalty (which stacks with armor worn), but has no effect on the wearer's maximum Dex bonus, arcane spell failure chance, or speed. The wearer of an airsuit also suffers a -2 penalty on Spot and Listen checks. Airsuits for creatures smaller than Small or larger than Large must be made specially at a cost of 1,000 gp and up.

Airsuits can be magically reinforced to resist damage at an additional cost of 1,000 gp. This doubles its hardness

### Table 16: New Weapons

**Martial Weapons—Melee**

| Small Weapon | Cost | Damage | Critical | Range Increment | Weight | Type |
|---|---|---|---|---|---|---|
| Cutlass, Small | 15 gp | 1d4 | 18-20/x2 | — | 1 lb. | Slashing |
| **Medium-size Weapon** | **Cost** | **Damage** | **Critical** | **Range Increment** | **Weight** | **Type** |
| Cutlass | 20 gp | 1d6 | 18-20/x2 | — | 3 lb. | Slashing |

**Exotic Weapons—Ranged**

| Small Weapon | Cost | Damage | Critical | Range Increment | Weight | Type |
|---|---|---|---|---|---|---|
| Pistol | 250 gp | 1d10 | x3 | 50 ft. | 3 lb. | Piercing |
| Bullets(10) | 3 gp | — | — | — | 2 lb. | — |
| Flamegun | 400 gp | 1d6 | — | 10 ft. | 3 lb. | Fire |
| Fuel pack (5 shots) | 50 gp | — | — | — | 2 lb. | — |
| **Medium-size Weapon** | **Cost** | **Damage** | **Critical** | **Range Increment** | **Weight** | **Type** |
| Rifle 500 gp | 1d12 | x3 | 150 ft. | 10 lb. | Piercing | |
| Bullets (10) | 3 gp | — | — | — | 2 lb. | — |
| Scattergun | 1000 gp | special | x2 | special | 10 lb. | Piercing |
| Shells (5) | 10 gp | — | — | — | 2 lb. | — |
| Spittergun | 1500 gp | 1d10 | x3 | 100 ft. | 12 lb. | Piercing |
| Bullets (5) | 15 sp | — | — | — | 1 lb. | — |

**Ship Weapons**

| Weapon | Cost | Damage | Critical* | Range Increment | Weight | Type | Crew |
|---|---|---|---|---|---|---|---|
| Ballista, heavy | 800 gp | 5d6 | x3 | 180 ft. | 1200 lb. | Piercing | 2 |
| Ballista bolts (10) | 1 gp | — | — | — | 9 lb. | — | — |
| Ballista, light | 500 gp | 3d6 | x3 | 120 ft. | 800 lb. | Piercing | 1 |
| Ballista bolts (10) | 1 gp | — | — | — | 9 lb. | — | — |
| Cannon, heavy | 5,000 gp | 8d6 | x4 | 240 ft. | 4,000 lb. | Bludgeoning | 2 |
| Cannonballs (10) | 4 gp | — | — | — | 20 lb. | — | — |
| Cannon, light | 2,000 gp | 6d6 | x4 | 180 ft. | 3,000 lb. | Bludgeoning | 1 |
| Cannonballs (10) | 2 gp | — | — | — | 10 lb. | — | — |
| Turret | 500 gp | — | — | — | 300 lb. | — | — |
| Turret, half- | 300 gp | — | — | — | 200 lb. | — | — |

and hp (to 2 and 10, respectively), with no other effects.

Airsuits can also function underwater.

**Airsuit Filter:** An airsuit filter can be created by an alchemist (Alchemy DC 25). Each filter lasts for 12 hours.

**Delivery, planet-to-planet:** This is the typical cost for delivering a message or relatively small package to another world. Large deliveries can cost up to double this amount.

**Gunpowder:** This alchemical substance was invented by the gnomes in the distant past, but has only recently been "rediscovered" by gnome alchemists. Its use has since spread to some of the other races of the system, most notably the humans, always quick to accept any new tool, and the half-orcs, who seem to enjoy it for its incendiary properties as much as its utility. Most dwarves shy away from gunpowder weapons, having a natural dislike for incendiary substances bred by generations of life in deep caves, where fresh air is at a premium.

A single ounce of gunpowder is required to propel a bullet from a firearm (see Weapons, above). If lit, it will burn for a single round and provide illumination equivalent to a sunrod). Wet gunpowder is useless and must be dried (requiring 10 minutes of exposure to air) before it will ignite.

Gunpowder is sold in 20-ounce water-resistant powder horns and 15-pound kegs.

**Spelljammer Passage:** Even those spelljamming vessels that don't specialize in passengers often have a few bunks or some floor space available for those willing to spend some gold.

## Spells

Some spells function differently in this setting than in standard D&D, while others have certain restrictions as to the extent of their effects. For specific effects on spells, see the text and the list below. For spells not in the *Player's Handbook*, use the descriptions below to adjudicate an appropriate effect.

Treat creatures or objects on another planet as being on another plane for the purposes of these spells: *Drawmij's instant summons, greater scrying, scrying, sending*, and *status*.

The following spells don't allow interplanetary travel: *refuge, teleport, teleport without error, teleportation circle, transport via plants*, and *word of recall*.

Specific individual spell effects are as follows:

*Air Walk:* Assuming a sufficient duration (or multiple castings), you could use this spell to travel between planets.

*Clairaudience/Clairvoyance:* This spell's range is limited to the planet you are on.

*Commune with Nature:* When in space, treat the spell's effect as if you were outdoors.

*Contact Other Plane:* This is limited to contacting other planes, not other planets.

*Discern Location:* This spell also indicates the planet on which the subject lies.

*Earthquake:* This spell has no effect in space, though it functions normally on any celestial body (planet, asteroid, etc.).

*Ethereal Jaunt/Etherealness:* Assuming a sufficient duration (or multiple castings), you could use the ethereal plane to travel between planets.

*Find the Path:* The location sought must be on the same planet as you are at the time of casting.

*Fly:* Assuming a sufficient duration (or multiple castings), you could use this spell to travel between planets.

*Gate:* This spell can create a connection between two different planets, or between a caster in space and another planet, to allow travel, but cannot call a creature from another planet.

*Imprisonment:* This spell has no effect in space, though it functions normally on any celestial body (planet, asteroid, etc.).

*Plane Shift:* This spell allows interplanetary travel, but with the same inaccuracy as listed for the spell.

*Shadow Walk:* Assuming a sufficient duration (or multiple castings), you could use the Plane of Shadow to travel between planets. Note that since the Plane of Shadow doesn't automatically allow three-dimensional movement (unlike the Ethereal Plane), you must have some ability to fly or travel through space to do so.

*Wind Walk:* Assuming a sufficient duration (or multiple castings), you could use this spell to travel between planets.

## Magic Items

A few special magic items exist in this setting, described below.

**Floatanchor:** This device allows a spelljamming vessel to levitate in place above the ground without fear of crashing due to gravity. It appears much like a standard anchor, with a heavy chain 500 ft. in length. One end is affixed to a vessel with a *spelljamer helm* and the other end (with the anchor) rests on the ground. While levitating in this manner, the ship neither rises nor falls, though it is subject to wind and storms.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *levitate; Market Price:* 10,000 gp; *Weight:* 500 lbs.

**Gadabout:** Almost more plant than item, this winged device is worn like a backpack. It wraps lithe tendrils around the wearer's body and extends great leaflike wings that allow the wearer to fly at a speed of 30. Furthermore, the *gadabout* provides its wearer with fresh air at all times. This grants a +2 bonus to saves versus poison gas attacks. The *gadabout* functions for a maximum of 2 hours per day. It must receive at least 2 hours of sunlight per day (*daylight* functions equally well) or it ceases to function, going dormant until it receives the necessary "nourishment."

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *plant growth; Market Price:* 8,000 gp; *Weight:* 10 lbs.

**Helm, Lifejammer:** The *lifejammer helm* looks like a double-sided throne, with a seat extending from each side of a central back. Like a *spelljammer helm*, it grants any vessel on which it is installed the ability to fly at a rate determined by the vessel's size. The spellcaster sitting in the front half of the *lifejammer helm* controls the ship's movement, while the character sitting in the back half provides the life-energy that powers the helm. Each

hour of travel inflicts Constitution damage to the character providing the life-energy needed by the helm. A character reduced to 0 Constitution by a *lifejammer helm* becomes a dried, withered husk.

A *minor lifejammer helm* can grant flight to any spelljamming vessel up to a maximum size of Huge and inflicts 1 point of Constitution damage per hour of operation. A *major helm* can power a vessel up to Colossal size and inflicts 1d4 points of Constitution damage per hour of operation.

*Caster Level:* 12th; *Prerequisites:* Craft Spelljammer Helm, Craft Wondrous Item, *air walk* or *fly*, *vampiric touch; Market Price:* 15,000 gp (*minor*); 40,000 gp (*major*); Weight: 500 lbs.

**Helm, Spelljammer:** The standard *spelljammer helm* takes the form of a large, heavy throne-like chair. When installed on a vessel, the *spelljammer helm* grants that vessel the ability to fly at a rate determined by the vessel's size. The *spelljammer helm* may be operated by any spellcaster seated upon it.

A *minor spelljammer helm* can grant flight to any spelljamming vessel up to a maximum size of Huge, while a *major helm* can power a vessel up to Colossal size.

*Caster Level:* 12th; *Prerequisites:* Craft Spelljammer Helm, Craft Wondrous Item, *air walk* or *fly; Market Price:* 20,000 gp (*minor*); 50,000 gp (*major*); Weight: 500 lbs.

# Artifacts

**Crown of the Stars:** This minor artifact is prized by spelljammer pilots throughout the system. It appears as little more than a golden circlet set with a single black diamond. Its wearer can control any spelljamming vessel he is on, just as if he were sitting in a standard *spelljammer helm*. It even overrides the power of any other helm on board the ship. If two characters wearing *crowns of the stars* aboard the same ship simultaneously attempt to exert control, the winner of an opposed level check (including each character's Charisma modifier) gains control for one minute.

*Caster Level:* 20th; *Weight:* 1 lb.

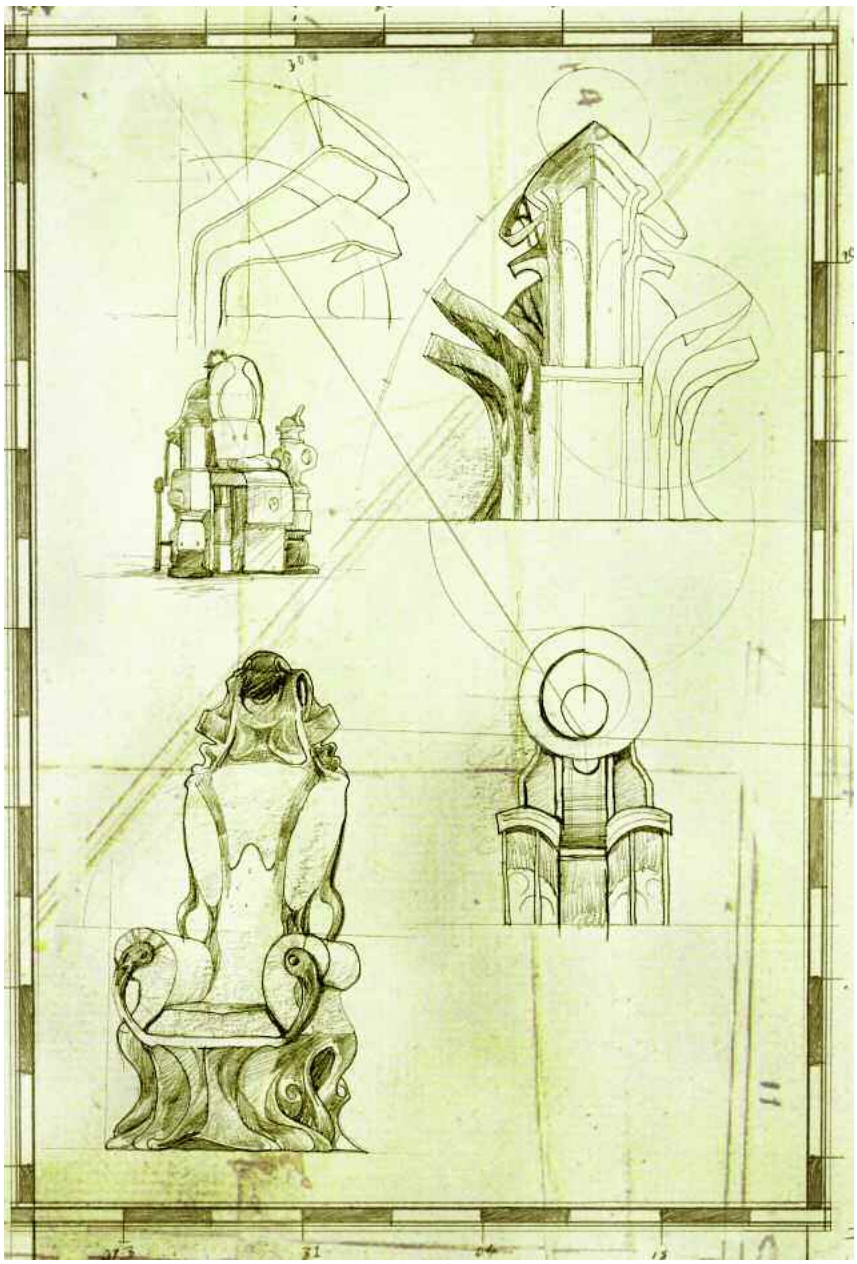
Table 17: Goods and Services

## Adventuring Gear

| Item | Cost | Weight |
|---|---|---|
| Airsuit, Small | 100 gp | 5 lb. |
| Airsuit, Medium-size | 200 gp | 10 lb. |
| Airsuit, Large | 400 gp | 20 lb. |
| Airsuit filter | 50 gp | 1 lb. |
| Gunpowder, horn | 30 gp | 1.5 lb. |
| Gunpowder, keg | 240 gp | 20 lb. |

## Transportation

| Item | Cost |
|---|---|
| Delivery, planet-to-planet | 10 gp |
| Spelljammer passage | 25 gp (berth)<br>250 gp (cabin) |



*Spelljammer helms.*

# Chapter Four
# SETTING

*Spelljammer: Shadow of the Spider Moon* describes the activity in a single star system occupied by several sentient races and a wide range of other strange creatures. Each of the celestial bodies in the system has its own climate, set of characteristics, and (if appropriate) dominant species.

## The Pyre

At the center of the system lies The Pyre, the fiery body that warms and illuminates the inner worlds. Some claim the Pyre is a gate to the Elemental Plane of Fire, while others claim it was once a world like any other, but infernal magics cursed it to an eternity aflame. Salamanders, mephits, and other fiery creatures live here.

### Climate and Terrain

The Pyre is almost entirely composed of elemental fire. Superheated smoke and vapor collects in deadly toxic clouds. A few rocky earthbergs even float through the upper atmosphere, blasted and half-molten from the incredible heat.

Some of the larger bergs provide shelter to creatures incapable of surviving the temperatures here. Indeed, rumors persist of island-sized rocks that hide small networks of caverns that hold lost treasure, concealed pirate outposts, or even wizards' lairs. Of course, reaching one of these bergs—assuming you even know where to find it—is hazardous in the extreme.

First, any object within the Pyre's upper atmosphere suffers 2d10 points of fire damage per round of exposure and must make a Reflex save (DC 15) each round to avoid catching fire.

Second, the smoky atmosphere limits normal sight to a range of 120 feet (except for creatures native to the Elemental Plane of Fire with the elemental (fire) or outsider (fire) type and subtype, who can see up to 240 feet). Thus, a pilot must remain constantly wary for obstacles hiding in the fiery haze.

Third, natural hazards such as steam clouds and rains of ash are common in the atmosphere. A steam cloud has a radius of anywhere from 100 to 1,000 feet and inflicts an additional 1d10 points of fire damage per minute spent within it. Rains of hot ash move in like a stormcloud, lasting 2d10 minutes (and inflicting an additional 1d10 points of fire damage per round) before drifting off or burning out.

### Denizens

As might be expected, only those creatures that can withstand the awesome heat of the Pyre live here. Salamanders of all sizes are common residents, as well as fire, magma, and steam mephits. Some of the larger earthbergs hide the lairs of red, brass, and gold dragons. Rumors persist of fire giant enclaves scattered about, and the efreet are said to have an outpost in the upper atmosphere. Surprisingly, few true elementals are encountered here.

If you have access to the *Manual of the Planes*, you can populate the Pyre with additional fire element creatures, such as wyverns, manticores, dragonnes, giant eagles, and pegasi.

### Resources

The Pyre has virtually no natural resources to offer explorers. Some earthbergs may contain veins of gemstones or precious metals.

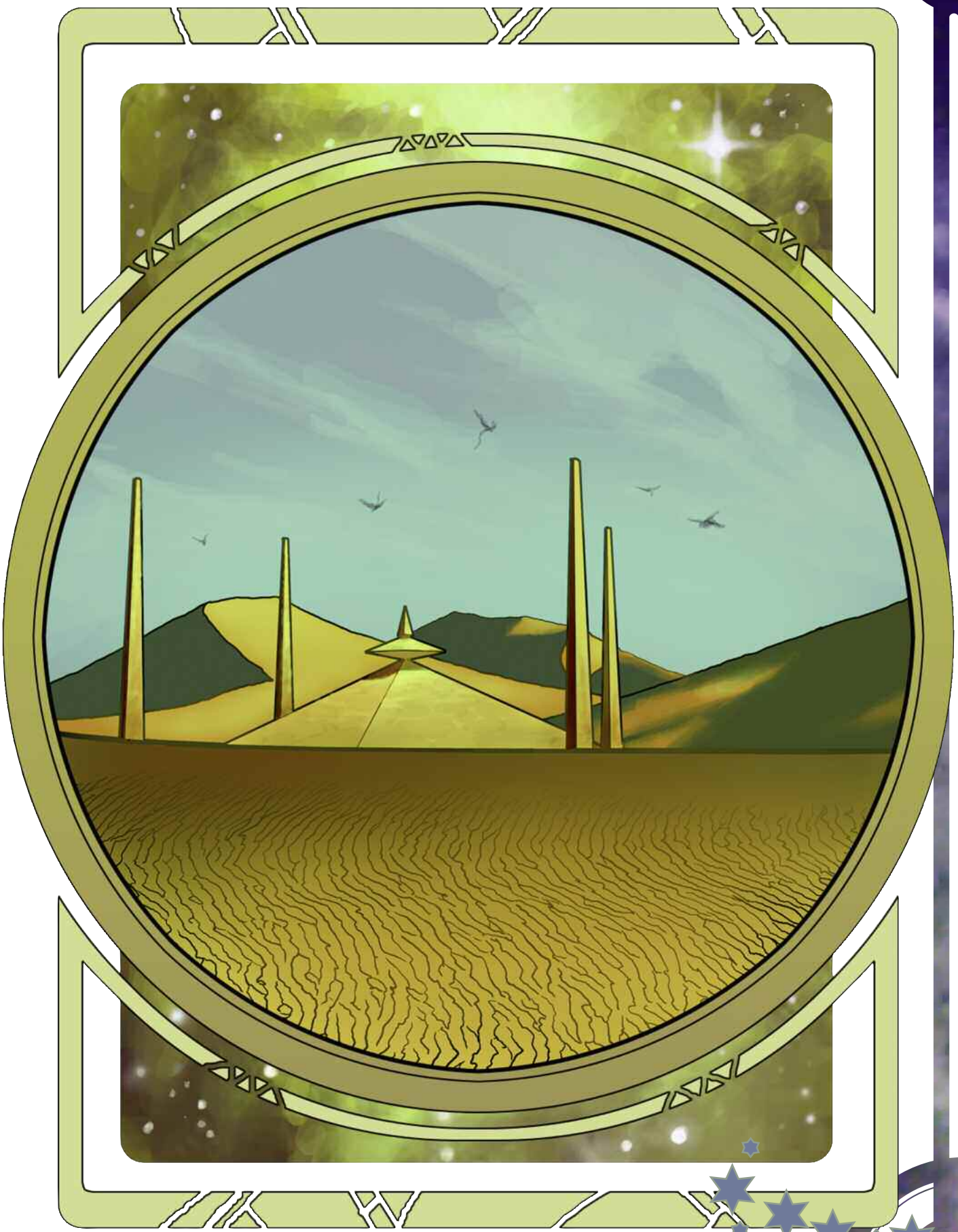
## Ashen: A World of Dust

Closest to the fiery sun is Ashen, a searing hot world covered by a desert of white dust. Whatever once lived on this planet—and the half-buried pyramids give silent voice to some culture existing here long ago—has been dead and gone for eons. Despite their age, these ruins continue to attract treasure seekers from across the system, for the hoards of magic hidden beneath the sands are legendary.

### Climate/Terrain

Ashen is hot, dry, and dusty. Daytime temperatures on this desert world average 120 degrees F, and can reach as high as 150 degrees. This heat can have deadly effects (see Chapter 3 in the *Dungeon Master's Guide* for details).

However, at night the temperature drops rapidly, sometimes going as low as 60 degrees. This sudden temperature



## Lost City of Spires

Somewhere in the southern hemisphere of Ashen, in an area known for particularly harsh dust storms, hides a collection of towers mostly buried in the sand. Despite the name (given to it by a human explorer long ago) no one knows what purpose these structures once served. Were they part of a great metropolis of the ancients? Did they, as some sages claim, serve as a great cosmological timepiece, tracking the movements of the planets and stars in the sky? Do they mark the tombs of long-dead kings and emperors? Or did they perhaps once function as docks and landing bays for pre-spelljamming starships?

Because of the dearth of landmarks on Ashen, finding the Lost City of Spires is an extraordinary challenge. Even assuming that the last sandstorm hasn't swallowed up the towers completely, those who would seek this place—whether for knowledge or plunder—have their work cut out for them. And, if you can believe those who claim to have delved into the towers, the denizens include the foulest of undead, aberrations, and worse.

shift often creates howling duststorms (as described in Chapter 3 of the *Dungeon Master's Guide*, except that 25% of these storms inflict subdual damage, not 10%).

### Denizens

Very few creatures exist on the surface of Ashen. At least one clan of dust mephits roams the surface, searching for lost treasures. Their chief rival in this quest is a nomadic band of jann.

Blue dragons lurk under the dusty sands, and a few copper dragons live here as well (if you find a safe-looking cave, there's a good chance that a copper dragon either lives or has lived in it). Packs of withered, hungry ghouls and ghasts wander the desert, looking for anything living. Sand-dwelling versions of the purple worm swim through the dust, breaching the surface only to devour the unwary.

A wider variety of creatures is found in the buried (and thus protected) ruins that dot the surface. Bodaks and mummies haunt cursed sites. Monstrous spiders spin webs in dark caverns. Magically bound fiends wait eventual release at the hands of unlucky treasure-seekers. Destrachans, gricks, hydras, lamias, ropers, and other strange beasts lurk in underground lairs.

### Resources

Ashen's primary resource is its mystery. What reduced this world to its current state? Who built the pyramids and obelisks that now lie crumbling and sandblasted? Who created the magical treasures that brave adventurers pull out of the sands year after year?

Regardless of the answers, the clarion call of riches beckons explorers, tomb robbers, and loremasters alike to Ashen. Some indeed find their goals, but far more end up as another set of bleached bones in the dust.

## Verdura: The Jungle Planet

The first truly habitable world is Verdura, covered from pole to pole by lush, thick tropical jungles and dominated by reptilian beasts of all sizes and shapes. Once a thriving center of civilization, the mighty temples of Verdura have long since crumbled under pressure from the tendrils of the jungle. The depraved yuan-ti rule this planet, though their influence is admittedly limited beyond their small territories.

### Climate/Terrain

Warm jungles and marshes cover almost the entire planet of Verdura. Fully two-thirds of the planet is covered by land, with only a few shallow seas and numerous small lakes dotting the world. A half-dozen mountain peaks protrude from the treeline, but none of these tower more than 10,000 feet.

During the summer, the daytime high temperature can reach 120 degrees F, but a more common temperature is 80 to 100 degrees. The evenings cool slightly, but the jungles trap the heat effectively, keeping nighttime lows at 70 degrees or more.

### Denizens

Verdura is a reptilian paradise. Serpents, lizards, and even dinosaurs of all shapes and sizes roam the sweltering jungles. Basilisks, behirs, couatls, hydras, shocker lizards, and wyverns are all native to Verdura. True dragons are exceedingly rare here—the yuan ti largely exterminated these great creatures back at the height of their civilization—though a few black dragons lair deep in rotting meres. The shallow seas are often ruled by dragon turtles.

A wide variety of deadly plants also thrive on Verdura. Assassin vines, shambling mounds, and tendriculoses are all relatively common.

The most significant natives of Verdura, though, are the yuan-ti.

### Civilizations

The only thing resembling a civilization on this jungle planet is the depraved yuan-ti. This fallen race once ruled Verdura—and, if the stories are true,

reached beyond this world as well—but now are only a corrupted shadow of their former glory.

Today, the great cities of the yuan-ti lie in ruin, overtaken by the encroaching jungles. Here and there, great temples dedicated to the yuan-ti god of Merrshaulk poke from the treetops, while snakes slither through the crumbling throne rooms of long-dead yuan-ti emperors.

But still the yuan-ti survive, ruling small territories a mere fraction of their long-ago size. No longer truly human either in appearance or mindset, these evil serpent-folk cling to the belief that they can once again rise to power. Yuan-ti abominations plot epic plans of conquest, but the creatures' innate chaos continues to prove their downfall as infighting, treachery, and simple bloodthirstiness continues to rule the day.

But what toppled the yuan-ti empire? Some scholars claim that demonic influence is to blame, perhaps even naming Merrshaulk as a demon prince rather than true god. Others believe that the yuan-ti trifled with magical power beyond their control, and that even today the remnants of that magic lie hidden beneath the jungles and marshes. Still others point to the physical nature of the yuan-ti as a clue, suggesting that ill-fated breeding programs with reptilian creatures are to blame for their corruption. Even the elves, the oldest of the current cultures of the system, can't say for certain.

### Resources

The jungles of Verdura provide many fine hardwoods used in construction, shipbuilding, and furniture. Skins of the various reptilian beasts fetch good prices in many markets. And of course, the ancient ruins of the yuan-ti lure many who seek to recover the ancient artifacts that once powered this fallen civilization.

## Quelya: A Watery World

Third from the sun orbits the watery world of Quelya, studded by long chains of islands criss-crossing her blue face. Humans and halflings rule the surface of this world, gathered into merchant clans that lay claim to various archipelagos. Beneath the still waters lurk the evil sahuagin, who believe themselves rightful owners of the entire planet. Stories tell of even greater evil in the deepest parts of the oceans.

### Climate/Terrain

The ocean covers more than 90% of Quelya's surface. Broad continental shelves make for vast shallow seas in most cases, though great abyssal chasms plunge miles into the dark depths.

The climate of Quelya ranges from tropical (in a wide band around the equator) to temperate (between the equator and polar regions) to cold (in the world's small polar areas). Temperatures don't vary much from season to season due to the moderating influence of the ocean—temperate regions enjoy temperatures from 50 to 80 degrees year-round, while tropical regions range from 60 to 100 degrees.

Storms are common sights on Quelya, particularly during the late spring when hurricanes are most prevalent. Such weather can strip an island bare of buildings and construction in mere hours, so most Quelyans have storm shelters to which they can retreat.

With no moon, Quelya's tidal action is almost nil. The passing of nearby planets (Verdura and Perianth) has a

## Freehold of Lagos

One of the largest settlements on Quelya, Lagos is a city dedicated to mercantilism. Visitors have likened the freehold to an enormous bazaar, packed into a walled compound. It is true that the number of permanent structures in Lagos can be counted on the fingers of one hand, but locals point to that as a strength, rather than a weakness. After all, with powerful storms and sahuagin raids commonplace, it only makes sense to build a city that you can pack up and move in a matter of hours.

Despite the transitory appearance of Lagos, this place offers tremendous opportunities for merchants, traders, and tourists alike. Unlike Discord (see below), Lagos is warm, friendly, and generally safe (thanks to strict agreements between the various merchant guilds and trade federations that operate here). Instances of crime are generally restricted to petty theft, grift, and the occasional fraudulent sale.

Depending on the season, Lagos can swell to the size of a large city or shrink to a large town. Statistics are given for the middle of that range.

**Lagos:** (small city): Nonstandard; AL LG; 15,000 gp limit; Assets 7,500,000 gp; Population 10,000; Mixed (human 79%, halfling 9%, elf 5%, half-elf 3%, gnome 2%, dwarf 1%, half-orc 1%).

*Authority Figures:* Guildmaster Nena Stallos, female human Exp13 (the most influential of the guildmasters).

*Important Characters:* Gileas Rumblefoot, male halfling Ari8 (wealthiest individual in town), N; Cinster Fenn, male human Exp11 (another guildmaster), LN; "Nails" Yursh, female half-orc War11 (captain of the guard), LG; Marwyn Lightbringer, male human Clr10 (high priest of Pelor), NG; Umarta Ryad, female human Ftr8/Exp4 (weaponsmith), CG; Talia, female half-elf Rog12 (fence), CN; Drok Malov, male dwarf Wiz8 (seller of potions and scrolls), N.

minor, but noticeable, influence on weather patterns.

### Denizens

As one might expect, most life on Quelya is aquatic or at least amphibious. Fish of every conceivable variety swim in Quelya's planet-spanning ocean. Sharks, octopuses, and squids are all common, though no marine mammals (such as seals, dolphins, or whales) exist on Quelya. The largest known aquatic predator is the dire shark, which has been known to attack small and mid-sized boats.

Some mariners claim to have seen giant squid, and others believe that krakens lair in the deepest ocean canyons. Storm giants occasionally lay claim to entire islands.

Three humanoid races call Quelya home: the humans, halflings, and sahuagin (see below).

### Civilizations

The humans and halflings share the sparse land available to them. In most cases, the two races live as one, with little or no social distinctions between them. Only a very few all-human or all-halfling settlements exist, a testament to the two races' ability to cooperate. Most villages and towns center around a single merchant clan, which dominates daily life in most ways. Larger towns and cities bring up to a dozen merchant clans together to share power in a tenuous balance.

Halfling lore speaks of a time when they had to defend themselves against the sahuagin without the help of "big folk," which suggests that the two races haven't always lived together. However, they seem happy now to have the larger and more powerful humans around for defense against sahuagin raids.

For their part, the halflings tend to gravitate toward positions of monetary influence within this shared society. Thus, many of the merchant clans of Quelya are controlled—either directly or indirectly—by halflings.

Humans seem more comfortable in the role of defender of the surface territories. Often content to leave financial or business matters to the halflings, the humans prefer a more active lifestyle.

The other civilization found on Quelya exists entirely beneath the waves. The vast empires of the sahuagin include most of the planet within their territories. These natural predators see themselves as rightful rulers of Quelya and loathe the surface-dwelling humans and halflings. Only the never-ending territorial wars between various sahuagin kingdoms and baronies prevent them from becoming a unified force capable of wiping out their surface enemies. Even so, their predations are a constant threat to the humans and halflings.

### Resources

The teeming ocean of Quelya provides a bounty of fish, far more than needed to feed the natives. The shipwrights of Quelya are legendary for their aptitudes, a necessity on this dangerous world.

Like the other planets in this system, Quelya has its share of ruins said to hold vast treasures. Most of these ruins lie on the shallow ocean floor. The sahuagin make no claim to these structures—indeed, most shun them as profane sites—suggesting that either another aquatic culture once built these sunken towers and temples, or that vast areas of the continental shelf once sat above sea level. Regardless of their origins, they attract many treasure-seekers willing to brave the fearsome denizens of the deep.

## Perianth: A Planetary Forest

Perianth, the last of the inner planets, is dominated by thick, ancient forests. The elves rule here, as they have for millennia, in quiet grace and dignity. However, behind the façade of serenity lies a churning turmoil of political intrigue, as various noble houses angle for power.

### Climate/Terrain

Vast forests cover most of Perianth. Crystal-blue lakes and small seas dot the terrain, but make up no more than 30% of the total area of the planet. The forests are a mix of evergreens, including mighty sequoias, fragrant cedars, yews, firs, and pines, and deciduous trees, such as tall oaks, maples, and alders. In these old-growth regions, such trees grow to truly massive size and girth, creating a canopy that shields the forest floor below in eternal twilight.

The climate of Perianth seems trapped in perpetual autumn, as cool, crisp mornings give way to bright, comfortable days. During the day, temperatures range from 50 to 70 degrees, dropping to the low 40s or 30s during the night. Only the polar forests know freezing weather for more than a few days each year.

### Denizens

The forests of Perianth feature a variety of animals and beasts, from rabbits and elk to dire badgers and giant eagles. Many predators stalk the woods as well, including wolves, bears, griffons, monstrous spiders, and displacer beasts. Green dragons lurk in hidden caves in dark places in the forest. Treants tend specific wooded areas like shepherds protecting their flock.

The world of Perianth is steeped in magic and mystery, and thus is a haven for fey creatures of all types. Dryads and pixies frolic in glades, while satyrs pursue nymphs near their watery homes.

### Civilizations

The elves have ruled Perianth for untold generations. Over time, their culture became steeped in intrigue and deception. Rather than engaging in physical conflicts, the elven kingdoms spar with words and plots in the various royal courts, reception halls, and back rooms of the world.

No less than a dozen fiefdoms of significant size exist, and though nothing resembling a war has occurred on Perianth for over a thousand years, nonetheless these nations watch one another with a coolness that most other races reserve for their enemies. Each ruler keeps a network of spies—generally referred to as diplomats, ambassadors, cultural attachés, or consular

## Temple of the Feathered Serpent

One of the more popular tales spun by explorers, corsairs, and treasure-seekers alike is the story of the Feathered Serpent of Verdura. Depending on who you listen to, this creature is either an ancient dragon, a capricious demon who grants wishes then devours your soul, or perhaps a slumbering god. Or maybe something else entirely.

What all the tales have in common is that the Feathered Serpent lives (or sleeps) in an enormous crumbling ziggurat on an island in the middle of a swampy lake. Most also include the existence of a mountain of silver and gold, left over from the days when the yuan-ti empire ruled the globe.

Other elements of the legend which may or may not be true include the presence of shambling undead beings with serpents' fangs, towering golems of brass, carnivorous vines encircling the island, and, of course, dire curses laid upon the ziggurat itself.

If this temple hides such a horde of treasure, why haven't the yuan-ti claimed it for their own? Maybe they have, and they merely spread the tales to draw more adventurers to their doom. Maybe they tried and failed, and even today plot future assaults upon the island. Or perhaps even the yuan-ti fear this place because of some link it has with their past.

**Behind the façade of serenity on Perianth lies a turmoil of intrigue, as noble houses fight for power.**

representatives—spread among his or her neighbors at all times.

### Resources

The elven kingdoms of Perianth draw most of their trade with other worlds from controlled harvests of lumber. Most merchants would rather trade with the elves—despite that race's love of seemingly arbitrary taxes, tariffs, and duties—than risk the dangers of Verduran lumber.

In addition to lumber, Perianth enjoys a brisk trade in agricultural and herbal products. No other planet has such rich, nutritious soil capable of long growing periods and bountiful harvests. Though most elves disapprove of the growth in agriculture because of the linked necessity of clearcutting forest land for its use, few seem inclined to halt the process (probably for fear that the neighboring nations will simply take up the slack, and the income to be gained therefrom).

## The Spider Moon: Reminder of a Dark Past

Gone but not quite forgotten from Perianth are the dark elves, banished to the Spider Moon that crawls across the starlit web of the heavens. Exiled to this grim prison ages ago, the dark elves plot their cold revenge upon those who wronged them.

### Climate/Terrain

The Spider Moon appears much as a twisted reflection of its parent, Perianth. Where Perianth has lush, thick forests, the Spider Moon has only scraggly thickets dotting the landscape. The comfortable, temperate climate of Perianth is replaced here by cold winds lashing the landscape. Rough peaks and crags suggest that the Spider Moon is a far younger and rougher world than Perianth. It also boasts extensive networks of caves.

### Denizens

Few creatures are native to this harsh world. Wolves and worgs prey upon elk and other herbivores. Carrion crawlers, owlbears, gricks, monstrous centipedes, spider eaters, and other strange beasts roam both above and below the surface of the planet. A few tribes of ogres, ettins, and hill giants eke out a bare existence here.

When the dark elves came here, they brought with them many creatures that served them as allies, pets, or beasts of burden, including araneas, ettercaps, displacer beasts, and of course, monstrous spiders. These new arrivals have since spread across the moon.

### Civilizations

The drow occupy the role of dominant species here, though their grasp stretches only so far as their power and sheer will allows. Banished here thousands of years ago, the drow have stoked the cold fires of vengeance since the day of their arrival. But trapped without spelljamming technology or the knowledge to build the ships required to

## The Royal Court of Fleuris

The Duchy of Fleuris, a medium-size fiefdom near Perianth's equator, looks to outsiders like nothing more than a typical elven territory. But the quiet grace on the surface hides one of the most complicated webs of deceit, intrigue, and political machinations on all of Perianth.

The royal family of Fleuris is one of the more decadent among the elves. Rumors have floated for centuries about the family's dabbling in damnable perversions, illicit narcotics, and demonology. More than one courtier has whispered of fiendish blood running in the family's veins. And the family certainly has more than its share of bastard children (most of them half-elves) scattered between the worlds. But through it all (or perhaps, in part, because of these practices), the noble house of Fleuris has sustained its power and influence.

Are all of these tales true, or is the House of Fleuris simply the victim of rumormongering and malevolent gossip? And what of the recent story that House Fleuris has begun financially supporting frequent explorations of Verdura? Do these nobles seek the lost artifacts of the yuan-ti, or is something more dire in store?

If one of the PCs in the campaign is a half-elf, linking that character's heritage to House Fleuris provides an unending supply of adventure hooks.

free themselves, the dark elves have had no outlet for their hatred . . . until today.

### Resources

The Spider Moon has virtually no resources worth mentioning. It is unfit for agriculture, and its minerals are few and hard to refine. The only substance in abundance on the Spider Moon is fury—the fury of the drow, waiting some method of focus and harvesting.

## The Chain of Tears: A Ruined World

The asteroid belt known as the Chain of Tears separates and protects the inner worlds from the harsh environment beyond. Reputedly once a planet in its own right, the Chain now provides homes to creatures of all varieties, though it is most famous for three groups of inhabitants: gnomes, supposedly the original natives of the world that became the Chain; pirates, who use the chaotic swirl to hide their caches and bases; and the insectlike formians, whose colonizers continue to spread across a wide swath of the Chain.

### Climate/Terrain

If a belt of asteroids can be said to have a climate, this one is uniformly cold and stark. Most of the rocks hurtling along in this region boast little more than a few patches of lichen, though some larger planetoids feature a few bent and twisted trees clinging to life.

### Denizens

Despite the harsh prospects of survival, the Chain of Tears has small pockets of life scattered throughout. Virtually all such creatures were transported here from other worlds, whether intentionally or unwittingly. Spelljamming sailors warn of nondescript asteroids home to ship-devouring purple worms. Monstrous spiders spin webs in dark caves. Oozes scour the rocks for sustenance.

Undead haunt the Chain of Tears with a density unseen on any other world. Whether this is due to the echoes of intense emotion left from the destruction of the gnome homeworld, or whether these are the spirits of the countless sailors who have met their end here, it remains true that any ship passing through the region had best bring a cleric along to handle the inevitable encounters with shadows, wraiths, spectres, ghosts, and nightshades, not to mention the legendary "deadships" crewed by skeletons, zombies, and worse.

### Civilizations

Long ago, the gnomes called the planet that would become the Chain of Tears home. Today, this region remains the largest concentration of the gnomish people, though they now wander the asteroids in search of anything they can salvage. Some gnomes have settled down on larger asteroids, turning them into bases of operations from which they can launch exploratory missions while also having a safe haven to which they can retreat.

One of the larger asteroids is home to the "city" known as Discord, where scoundrels, spacehands, and fortune-hunters of all stripes rub shoulders. This metropolis packs its inhabitants into tight quarters both above and below the surface of the asteroid. Here a visitor can find virtually anything he or she seeks, from weapons to ships to food to magic. Black marketeers provide illicit goods, such as poison and slaves.

The newest addition to the Chain of Tears are the insectlike formians. Colonists from some far-off world or

## The Dark City of Xogotha

If the drow can be said to have a capital city, Xogotha is probably it. And if you believe the whispered tales, this foul pit may be the most depraved and hateful place on all the planets.

Put simply, Xogotha is a nightmare of urban filth and decay, ruled over by spiteful queen, and populated by the sinister and the murderous. Thousands of dark elves and their slaves are packed into a great cavern, huddled in makeshift hovels clustered around five great stone towers that hold up the ceiling far above. These towers, in turn, house the wealthy and powerful of Xogotha, who use their might to squeeze loyalty (of a sort) and tribute (when they can) from those below.

Characters might come to Xogotha (assuming they could even find it) in search of contraband, dark rumors, or even potential allies against the dark elves or the illithids. For even in a city of pure evil, there are always those willing to change sides for the right price.

**Xogotha** (large city): Nonstandard; AL NE; 40,000 gp limit; Assets 40,000,000 gp; Population 20,000; Isolated (drow 96%, human 2%, half-elf 1%, other 1%).

*Authority Figures:* Queen Wyclara, female drow Wiz13, NE; High Priestess Vuthonis, female drow Clr15 (Lolth), CE.

*Important Characters:* Xanoi Han, male drow Ftr8/Rog5/Asn4 (captain of the guard), LE; Royal Consort Thyam, male drow Ari5/Brd1/Rog4, NE; Hlississ, male illithid Wiz5 (royal advisor), LE; Guildmaster Flitch, male drow Exp7/Rog3/Asn1, CE.

dimension, the formians have found the asteroid belt to their liking, as the rocks provide perfect locations for hive-cities. In only a few decades, the formians have leapfrogged from asteroid to asteroid, spreading their influence across a wide swath of the belt. Wherever they have encountered resistance, the formians have simply overwhelmed such creatures with sheer numbers. Only the fact that the formians seem largely uninterested in branching out their colonization efforts to the other planets of the system has prevented them from becoming a threat to other civilizations.

### Resources

The Chain of Tears has three forms of resources of interest. First are the abundant minerals found in the asteroids themselves. Many miners who dared the cold darkness have found rich rewards—though far more find only death.

The second resource of the region is the city of Discord. Anything and everything imaginable is for sale here—as the saying goes, "If you can't buy it on Discord, you haven't looked hard enough."

The third resource of abundance goes unnoticed by most. Where the average spacegoer sees junk, the keen-eyed salvager seeks riches. The sheer variety of garbage strewn throughout the belt—everything from ancient leftovers of the destroyed planet that once orbited here, to the wreckage of countless ships, to the massive quantities of trash left behind by those who live or have come through here—represents a treasure trove to those with the patience to find it and discover its value.

## Moradin's Forge: A World Lost

Beyond the Chain of Tears is the outer zone, where hurtling comets, deadly meteor showers, and stranger celestial phenomena endanger unwary travelers. Perhaps most lethal of all is the simple bone-numbing cold of the region, as the Tears block most of the heat emanating from the Pyre.

The lone planet of any size in this area is a dark, mountainous world known to most in the system as Moradin's Forge (or more simply, the Forge). Though the frigid surface is generally uninhabitable to most species, the geothermally heated tunnels deep within the planet provide reasonable comfort. Once a place of unending conflict between the dwarves and orcs native to it, the Forge now lies in the iron grip of the invading illithids.

### Climate/Terrain

Moradin's Forge is a cold, broken world. Craggy mountains and cratered chasms scar its face. Almost no liquid water exists on the surface, though the thick polar caps have enough to fill dozens of seas. Temperatures range from the mid-30s during a balmy summer day down to as low as -20 degrees in the long wintry nights.

### Denizens

Almost no native life exists on the surface of Moradin's Forge. Only an occasional patch of lichen or other hardy vegetation suggests this is anything more than a dead world. Puddles of gray ooze slither along the rocks, searching for scraps of organic material.

Below the surface, however, is a different world. Vents belch forth volcanically heated steam, warming the tunnels and caverns to life-allowing (if not always life-nurturing) temperatures. A wide variety of lichens and fungi thrive here, creating the base of a subterranean ecosystem that also includes darkmantles, ropers, monstrous spiders, spider eaters, stone giants, and many other strange creatures.

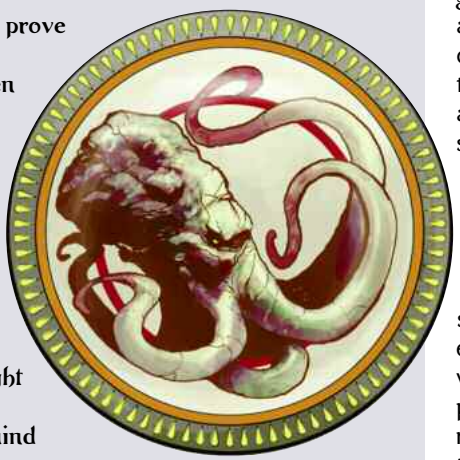
Of course, creatures that don't rely on the typical food chain also exist on Moradin's Forge in numbers. Delvers, rust monsters, thoqquas, xorns, and

Moradin's Forge now lies in the iron grip of the invading illithids.

# Veil

As its name suggests, the town of Veil exists in perpetual secrecy. Few non-dwarves have visited the place, and even fewer knew where they were when they did. All this mystery is necessary for one simple reason: Should the mind flayers and their minions learn of Veil's location, it would cease to exist within days.

For Veil serves as the nerve center, the heart, and the soul of the freedom movement to overthrow the illithid masters of Moradin's Forge. Here plans are laid that will be executed by resisters thousands of miles away—often without ever knowing who was responsible for their actions. Spies from Veil lurk in dark caves, on the outskirts of slave camps, and even in urban alleyways on distant planets, always looking for something to give them an edge against the foul mind flayers.



Characters who seek out Veil must prove their good intentions, often before even realizing they are doing so. Should they be fortunate enough to actually see the town, PCs will be welcomed into the network of freedom fighters, and may quickly find themselves caught up in a revolution against the hated mind flayers.

Veil (small town): Nonstandard; AL NG; 800 gp limit; Assets 48,000 gp; Population 1,200 (varies); Isolated (dwarf 96%, half-orc 2%, orc 1%, other 1%).

*Authority Figures:* Townmaster Helm Hammerfist, male dwarf Ari2/Ftr6, NG.

*Important Characters:* Skall Ironfoot, male dwarf Rog8 (spymaster), CG, Verda Silvereye, female dwarf Clr5/Brd1/Storykeeper3, LN; Kail, male half-orc Rgr5/Rog3 (chief of security), N.

similar creatures feed on the very minerals or rocks themselves.

Two humanoid races are native to the Forge: dwarves and orcs (see below). A third sentient species, the mind flayers, arrived only recently, bringing their slaves, the grimlocks, along with them (see below).

## Civilizations

For as long as the dwarves have kept their history, they have warred with the orcs. No one conceived of a time when that war might end without the complete eradication of one side or the other.

But no one could ever conceive of the evil known as the illithids. When the dreaded mind flayers first arrived on Moradin's Forge, the orcs thought that they had found the ally that would help them destroy the dwarves once and for all. Only after the armies of orcs, fortified by the addition of thousands of grimlock servants, had broken the backs of the dwarven people did the illithids show their true colors. The grimlocks turned on their one-time allies, and the mind flayers feasted on orc and dwarf brains alike. So total was this betrayal that even to this day, there are far fewer orcs remaining in the system than dwarves.

Some small enclaves of dwarves or orcs—numbering anywhere from a few dozen to several hundred—resist enslavement at the hands of the mind flayers and their grimlock warbands. In some rare cases, the orcs and dwarves even ally against their common foe. But when dwarf or orc allows himself to ponder the state of his world, only the most blindly optimistic sees any future that does not involve the illithids.

For their part, the mind flayers generally keep close to the surface to maintain access to their spelljammers. Surrounded by their loyal grimlock armies and served by dwarf, orc, and half-orc slaves, the illithids have begun to turn their attention toward the other worlds of the system.

## Resources

Moradin's Forge has a vast wealth of mineral resources. Veins of copper, iron, gold, silver, mithral, adamantine, and various gemstones thread through the entire planet. Of course, with the illithid domination of the Forge, such resources tend to be extraordinarily difficult to retrieve.

# Chapter Five
# Enemies

Despite the relatively peaceful interaction between most sentient species of the system, a few races threaten the safety and freedom of all who call these worlds home.

## Mind Flayers

The lawful evil mind flayers represent a presence so alien, so incomprehensible to the denizens of the system, that few can fathom their ultimate goals. Clearly, they seem bent on conquest, as demonstrated by their well-conceived assault of Moradin's Forge. They also have a powerful command of scientific disciplines, as exemplified by the breeding program that gave birth to the half-orc race.

But no one knows from where the mind flayers have come, or what brought them here. Most hope that the cold, dark Forge marks the extent of illithid influence in the system. Even with their grimlock army, the illithids don't appear to have the power necessary to threaten additional worlds.

Unfortunately, in this case appearance belies reality. The mind flayers present on Moradin's Forge are merely a forward scouting operation, sent here centuries ago from their far-distant sector of the galaxy. And they like what they have found.

Many centuries ago a mind flayer scoutship stumbled across an enormous colony ship—packed nearly to overflowing with slumbering humans—drifting through space on the outskirts of illithid territory. After sating their hunger with a few brains, the illithids reported their discovery. Soon, a force of mind flayers and grimlock warriors were dispatched to follow the colony ship's trail—wherever it came from, more luscious brains must await.

The mind flayers found Moradin's Forge a suitable point to begin their exploration and conquest of the system. Its cold, dark nature suited them well, and the ongoing conflict between the dwarves and orcs made the world ripe for exploitation.

When their breeding program, using captured orcs from Moradin's Forge and humans from the original colony ship, failed to produce a tractable servitor race, the illithids decided to seek out an ally. Though the formian hive-mind mentality seemed at first to present an attractive option, the formian queens proved far too dangerous to attempt to subvert. The limited capabilities and unpredictable natures of the sahuagin and yuan-ti made those races poor choices as allies.

And then the illithids made first contact with the drow of the Spider Moon, and an unholy alliance of evil was born. Gifting the dark elves with their *lifejammer* technology, the mind flayers liberated the drow from their age-old prison. The illithids had but one request: Find for us the power of the ancient civilizations, and we will help you crush your enemies.

For the illithids still desired to find out who had sent out the colony ship they discovered long ago. The humans of Quelya didn't have that capability, which meant that those responsible either no longer lived or were hidden somewhere in the system. But their relics remained, and these might give clues to their true power.

## Drow

The neutral evil drow of the Spider Moon represent the most common and prevalent danger in the region. With their newfound spelljamming capability, the dark elves have started appearing in all corners of the system, from Ashen to Moradin's Forge.

While many fear that this is part of a push by the drow to conquer new worlds, what few realize is that the dark elves have undertaken a grand quest. They seek to recover the artifacts and relics of those civilizations that existed in the system in pre-historical times. From the buried pyramids of Ashen to the sunken citadels of Quelya, from the serpent-infested temples of Verdura to the lost treasures hidden in the Chain of Tears, the drow scour the system for these forgotten magics with the goal of reconstructing the power of the ancients.

The end goal of this quest is simple: vengeance. Above all else, the drow hunger for vengeance against the elves of Perianth. Their psyche has never recovered from the insult of their banishment to the Spider Moon, nearly a millennium ago. Until recently, this manifested in petty plots of cruelty and destruction wreaked upon their enemies. But now, with a greater purpose before them, the dark elves have rallied together like never before.

## Yuan-Ti

Once a human-like race, the depraved yuan-ti mingled their essence with the serpents of their jungle world, becoming horrible hybrid creatures. No one truly remembers what the civilization of the yuan-ti resembled at its height, but

the ruthlessness of the chaotic evil serpentfolk is known far and wide.

Though few yuan-ti would admit it, deep down most yearn for a return to the days when theirs was the pre-eminent power in the region. Quietly remembered stories tell of a time when none rivaled the yuan-ti's might, and their magic reigned supreme.

But then something occurred, some horrible event or series of events that no one can (or wants to) remember. Whatever this cataclysmic occurrence was, it toppled the yuan-ti's place of dominance, shattering their civilization and crushing their dreams of power. Sages argue whether this event pre- or post-dated the yuan-ti's tainted bloodline, whether one caused the other, or even if the two are associated at all. One thing is for certain: the yuan-ti have never regained anything like their lofty position of long ago.

Today, the yuan-ti constantly scheme and plot, though their chaotic nature prevents these plans from reaching far beyond the next jungle valley. Each abomination believes itself to be the rightful ruler of the serpentfolk, and this internecine strife keeps the yuan-ti from becoming a threat to the system.

But great artifacts of power remain hidden in the jungle ruins, and who knows if the next great discovery might be enough to pull the yuan-ti up from their eternal struggle and direct their attention outward, back into the stars.

## Formians

The most recent addition to the system, the formians present a wholly new threat to those they encounter. They exhibit none of the cruelty or bloodthirstiness common to other dangerous species (such as the dark elves or the yuan-ti). Instead, their single-minded approach and total lack of emotion renders bargaining or diplomatic approaches meaningless.

When you encounter a formian war party, you have two choices: fight or flee. And if a colonization party arrives in your area, the first option is all but impossible.

The formians have but one goal: to spread colonies until every inch of territory belongs to them. They have no malice toward those in their way, but neither do they have any compunctions about conscripting or wiping out those who interfere with their colonization efforts. They are implacable, irresistible, and unstoppable.

Thankfully for most worlds, the formians seem to have limited their colonization to the asteroids of the Chain of Tears. Since most asteroids are uninhabited by sentient races, interactions between the formians and other races are limited. But when those interactions occur, most people agree with the philosophy of the gnomes—the race with the most formian contact—that the best plan is simply to pack up and get out of the way. After all, as long as you're alive, you can always find a new place to live.

## Sahuagin

The predatory sahuagin live in strongly organized communities, each ruled by a powerful male. An ancient code of ritualized behavior controls everyday sahuagin life. Its chief tenet: total eradication of all that is not sahuagin.

As the oldest existing humanoid species on Quelya, the sahuagin believe that the watery planet (called Sahu in their culture) rightfully belongs to them. In fact, sahuagin lore makes the bold claim that the sea devils are the oldest humanoid species in the system, though few give this much credence—after all, how could the planet-bound sahuagin know anything about the natives of other worlds? Sahuagin thus view the halflings and humans as invaders, despite the fact that neither species truly infringes on territories capable of supporting sahuagin life. Sahuagin rangers usually choose humanoids (humans or halflings) as their first favored enemy.

To this end, the sahuagin take any opportunity to harry, sabotage, or destroy the human/halfling civilization that thrives on the long island chains of Quelya. This most often takes the form of night-time raids on the surface, though attacks on merchant vessels plying the ocean are common.

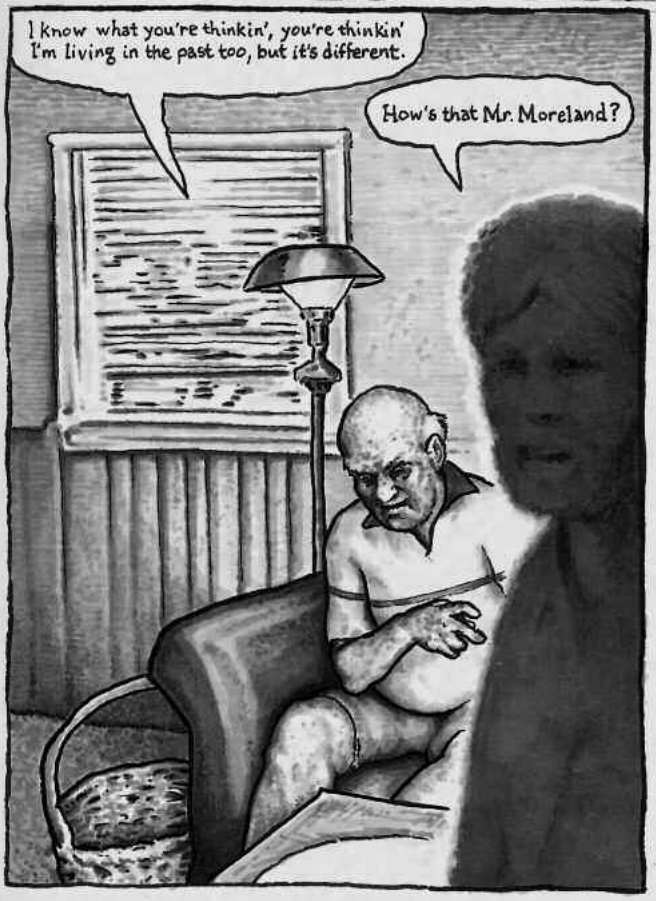
The sahuagin make no claim to the various ancient underwater ruins dotting Quelya. In fact, sahuagin clerics preach that these ruins are polluted, sacrilegious sites that must be shunned by sahuagin and surface-dweller alike.

We was talking about Briety Krizova right? I seen that picture of him last week in Time. Some guy snapped a photo of him in front of the Czech embassy with all those protestors. I could see it in his eyes...he's still there, back in the war, fighting the Nazis. Hell, he's still wearing the same hat I last saw him with in Paris in 1945. The guy's a legend. We did a lot together in the war, me and him. He was our ticket into Europe. With his power, any door in Axis Europe could spit out a half a dozen Commandos at any moment...

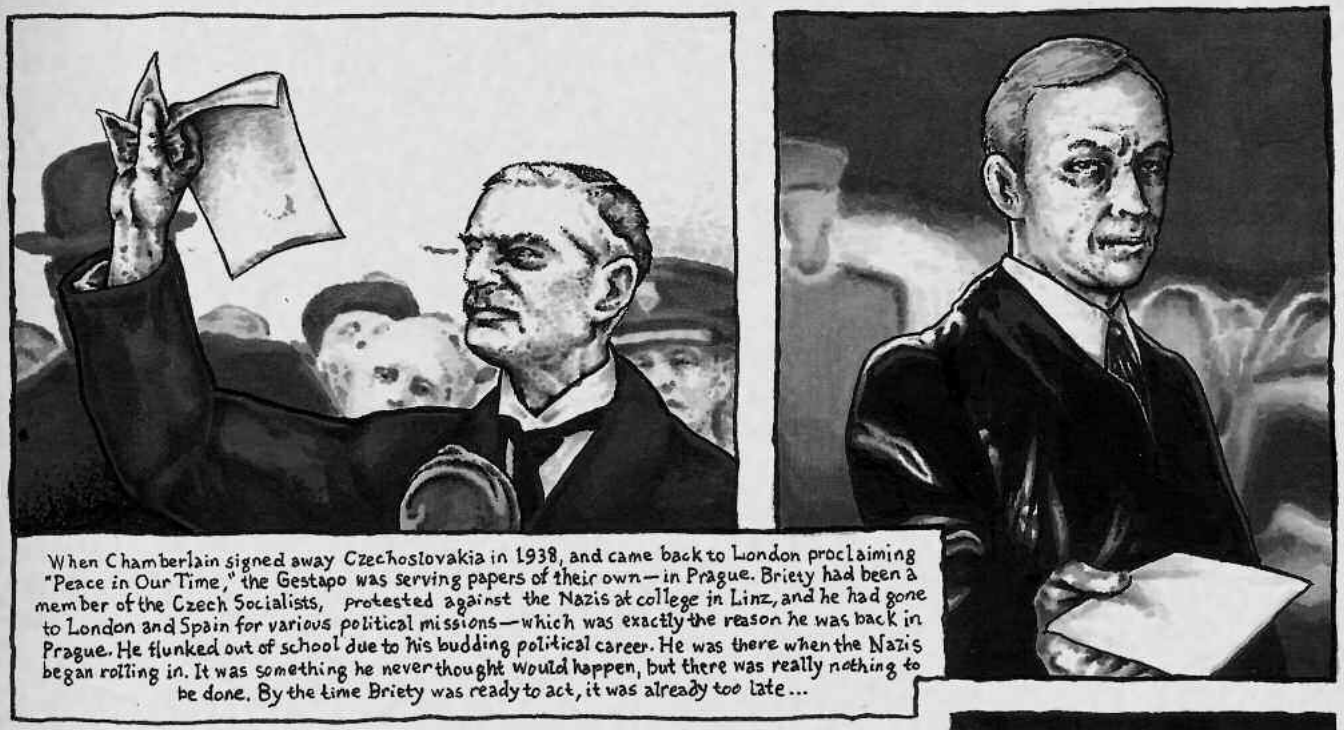
He was a nut, that guy. I mean, hell, I was indestructible. Briety he was just nuts. I could see it in that photo, he still is. I remember this time in Essen... Nevermind.

# GODLIKE

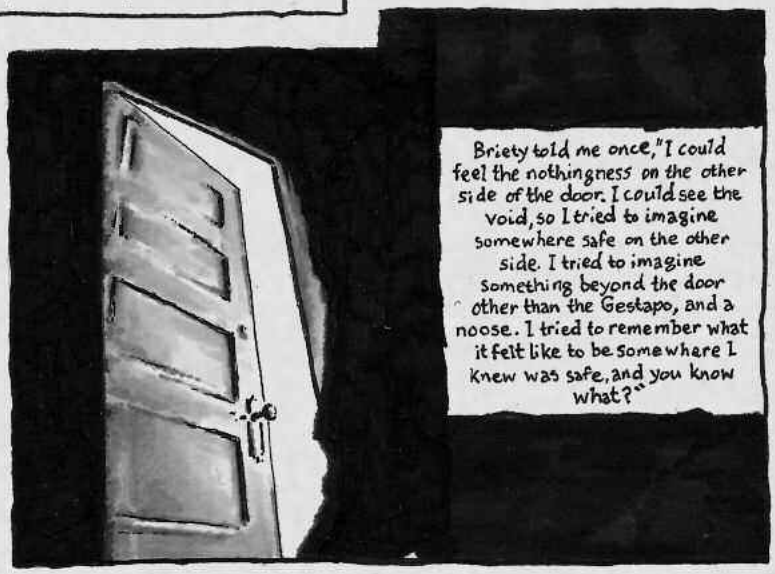
There Were Giants in Those Days... Part Two: Pevnost, the Fortress



I live in the past because it's when I was the "Indestructible Man." I live in the past because it's when I was great. Briety lives in the past 'cause it's all he's got left.
TIME
THE WEEKLY NEWS MAGAZINE


When Chamberlain signed away Czechoslovakia in 1938, and came back to London proclaiming "Peace in Our Time," the Gestapo was serving papers of their own—in Prague. Briety had been a member of the Czech Socialists, protested against the Nazis at college in Linz, and he had gone to London and Spain for various political missions—which was exactly the reason he was back in Prague. He flunked out of school due to his budding political career. He was there when the Nazis began rolling in. It was something he never thought would happen, but there was really nothing to be done. By the time Briety was ready to act, it was already too late...

The knock at the door came at seven the next morning. Briety felt it was almost flattering. The Gestapo had just taken over and he was already on the list. His options were few. He was on the second floor...


Briety told me once, "I could feel the nothingness on the other side of the door. I could see the void, so I tried to imagine somewhere safe on the other side. I tried to imagine something beyond the door other than the Gestapo, and a noose. I tried to remember what it felt like to be somewhere I knew was safe, and you know what?"

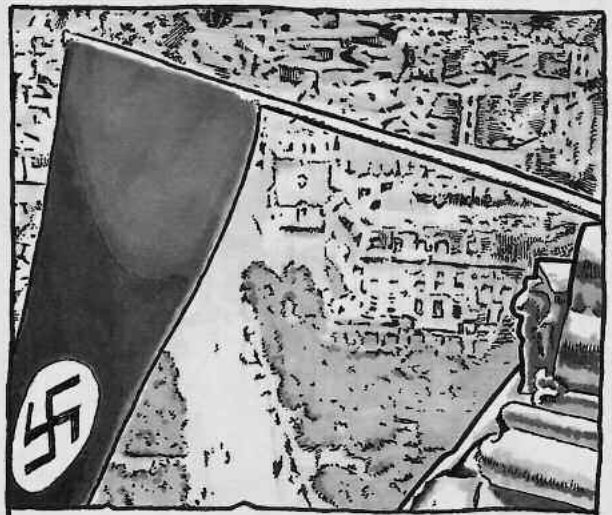
LONDON
"When I opened the door in Prague, I stepped through and found myself in London..."

Briety turned himself in... or he tried to. He sat in the London constabulary for four hours while they ignored him. Since the appearance of the Nazi super-humans, people had been turning up all the time claiming to be the next super-human. That was Briety all over... polite. Wouldn't say you-know-what if he had a mouthful... Once, in Berlin, he said "excuse me" to a guard, before shooting him...

He finally got sick of waiting though, so he threw the door of the constabulary open — suddenly the south of France was on the other side of the door, instead of Fleet Street. From that point on, the situation exploded.

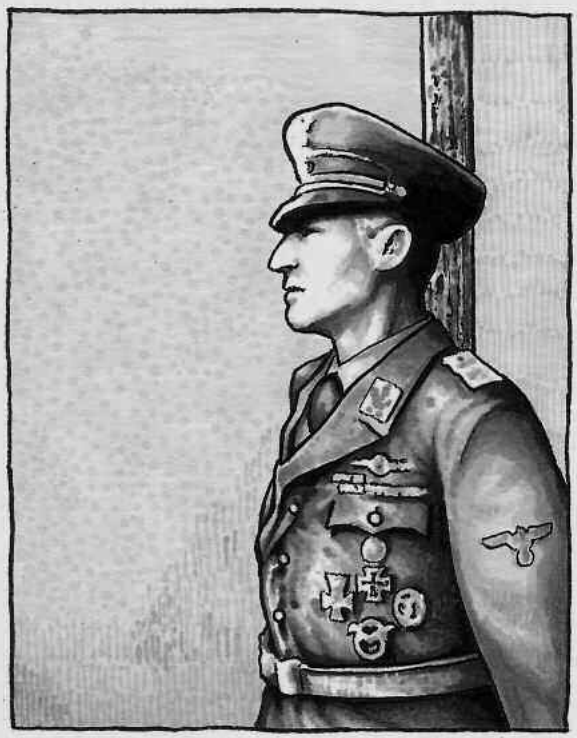
Briety became the scourge of the Nazis. With his power, he moved men and equipment into Axis occupied Europe, arming the resistance from England. He gained the name "Pevnost" or "Fortress" in his native tongue. He was the first good guy, the first hope that the Nazis were not the only ones with supers...

He was a God to the men and women who fought for him. Unlike other resistance groups, Briety's reach was enormous, and his plans were big.



No one knew how big until the resistance seized Prague in the summer of 1941. The Nazis were stunned. Partisans and British Commandos poured from doors all over the city...

Imagine coming home in the impregnable heart of the German colonies in the east, to find a British Commando team. I can tell you, it didn't sit well with the Nazis. The Allies spread out into the town like a wave...



The Commandos siezed key military personnel, crippled communications, and effectively sealed off the city. The Nazi forces were stunned, the nearest reinforcements were three days out. Hitler, when informed, flew into a rage and called the prospect of a Allied super-man "preposterous." Reinhard Heydrich, the "Protector" of Czechoslovakia, took the raid well, or so Briety said... He never once begged, and only requested that he be allowed to don his dress uniform. Briety always said that Heydrich looked perfect that summer morning. With his medals and uniform and polished boots.

It was a victory on so many levels, the raid. When Hitler moved the Das Reich division to Prague and threatened to level it, the Commandos disappeared back through the doors, just as they had arrived. When the Germans pushed through the barricades, the town was empty. Fifty-five high ranking Nazis had been killed by firing squads. Hitler was incensed. SS troops rounded up seven hundred Czech children and women, and two days after the uprising shot them in a cow field near Levzacky. Briety got the picture. The smiling happy kid from Prague limited his actions to military positions from that point on. Hitler held the country hostage. Briety, with all his power, could do nothing. It was a hard fact to swallow...

We were all like that. Us Talents. We thought we could do so much. We thought we could change it all. But in reality, the best we could do was pretend that we could... Eventually it caught up with you.
There were Talents who never gave up though. Talents who fought and struggled and did it all...

Let me tell you about one of them...

Next Issue: Cien "The Shadow"

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